

Covering Interactive & Multimedia Entertainment

# COMPUTER GAMING WORLD

*The #1 Computer Game Magazine*

December 1993  
Number 113

47209

**100+  
Gift Ideas  
For The  
Holidays**

## Interrogating Daryl Gates

**The Chief Briefs Us On  
*Police Quest 4***

## DOS In Space

**In Depth Coverage of  
*Privateer*  
*Master of Orion*  
*Outpost***

## Strategies

***SEAL Team*  
*Syndicate***

\$3.95 USA \$4.95 Canadian



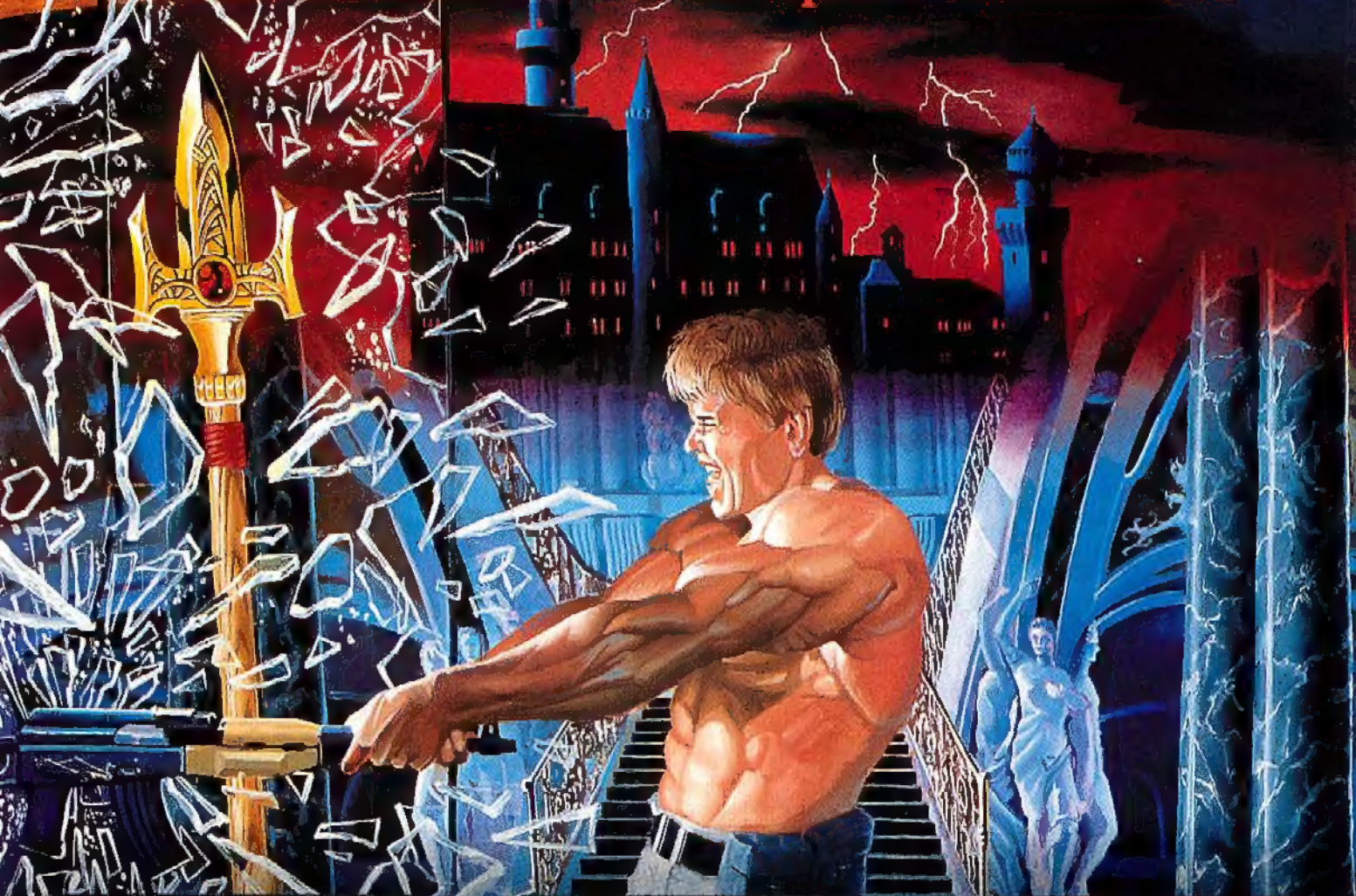
**Bethesda  
Draws Blood In**

# Arena



# Spear of Destiny

A Wolfenstein 3D Graphic Adventure



## Virtual Reality!

Spear of Destiny brings virtual reality to the PC, hurling you into an intense battle between good and evil in which only you can save the world! A breathtaking musical soundtrack sets the mood, while amazing "first person" visual perspective and spectacular digital stereo sound effects give an experience like no other game you've ever played!

## Features!

- ✧ spectacular VGA virtual reality system
- ✧ breathtaking musical soundtrack for Adlib, Sound Blaster
- ✧ digitized stereo sound effects for Sound Blaster, Sound Source
- ✧ over 20 complete floors to cover
- ✧ 4 levels of play difficulty
- ✧ special extra challenges for advanced game players
- ✧ saves multiple games in process

## What the Reviewers Say!

- ✧ "the player is 'there' like no game I've ever played..."
- ✧ "the sound and the visual action, is frighteningly realistic..."
- ✧ "I can't remember a game making such effective use of perspective and sound and thereby evoking such intense physiological responses from its players."



# THE BLUE & THE GRAY



Authentic historic interludes faithfully recreate the atmosphere of the period!



Watch your armies battle in fast, high-resolution animation

## Where will you fire the first shot?

**R**ecreate the power and excitement of the Civil War! As the leader of either side in this challenging simulation, you recruit, train and direct your armies around the American countryside. When two armies clash, fight out a Micro Miniatures battle in fast, high-resolution animation! Historically authentic, *The Blue and the Gray* features up to 200 animated figures per battle, naval units and blockades, river and rail transport, breathtaking graphics atmospheric sound and music.

Includes a FREE copy of a specially commissioned book on the Civil War!

**Impressions**™

©1993 Impressions Software Inc

IBM PC VGA Screenshots

Impressions Software, Inc. 222 Third Street, Suite 234, Cambridge MA 02142

Circle Reader Service #80



# COMPUTER GAMING WORLD



Arena pg. 28

Illustration by David Meneham



Privateer pg. 132



Pinball Survey pg. 110

## FEATURES

- 16 **Master of Orion**  
Milking MOO in a New Review
- 24 **Sneak Preview: Outpost**  
Sierra Gets Sirius About Space
- 28 **Sneak Preview: Arena**  
Not Just Another Flash In The Dungeon
- 35 **Kringle's Computer Corner**  
CGW's Annual Holiday Buyer's Guide
- 83 **SuperComputers Go Head-to-Head**  
Busfight At The PC Eval
- 86 **Shareware Holiday Buyer's Guide**  
Bits on a Budget for Holiday Hackers
- 90 **Hardware for the Holidays**  
A Thrustmaster Checklist For Flight Sim Buffs
- 100 **Adventure: The Text Generation**  
New Games In An Old, Old Style
- 110 **Be a Pinball Wizard**  
Our Silver Sphere Survey with a Tilt
- 116 **Football Head-to-Head**  
Dynamix vs. MicroProse At The Line Of Scrimmage
- 132 **It's "Career Commander," Space Cadet**  
Privateer Expands The Origin Universe
- 136 **Chief Daryl Gates Interviewed**  
CGW Does Some Detective Work Investigating *Police Quest 4*
- 140 **Discoveries of the Sea**  
An In-Depth Review Of An Introductory Product
- 144 **Play Myst For Me**  
Clearing The Haze Around Broderbund's CD Adventure

## KIDS & COMPUTERS

- 147 **The Scisco Kid Rides Again!**  
An Introduction To Our Special *Kids & Computers* Section
- 150 **Nutureware For Laptots**  
A Compendium Of Edutainment Product Reviews
- 180 **Remember When All "Computer Games" Were 25¢?**  
MicroSoft's *Arcade Pack* Is A Blast To Our "Ancient" Past
- 184 **European Computer Trade Show (ECTS)**  
"Ugly American" Johnny L. Wilson Invades Overseas
- 192 **Labyrinth Of Time**  
Electronic Arts Goes Inter-dimensional
- 196 **Tom Landry Takes A Hike**  
The Further Adventures Of A Computer Coach
- 200 **A Clever Chess Ploy**  
EA Makes Its Move With *Kasparov's Gambit*



*...Santa behind schedule...  
...unexplained delay...  
...Rudolph frantic...*



Bring a Lemming  
home for the  
Holidays!

If you can't find our great games at your favorite  
retailer, call: 1(800) 438-7794 (GET PSYC)  
to order your copy today.

Lemmings™ products are  
sold at Radio Shack® and  
other fine software stores.

Circle Reader Service #109



**Psygnosis**  
675 Massachusetts Ave.  
Cambridge, MA 02139



# COMPUTER GAMING WORLD

Publisher  
**Russell Sipe**  
Associate Publisher  
**Jonathan Lane**  
Editor  
**Johnny Wilson**  
On-Line Editor  
**Alan Emrich**  
Managing Editor  
**Ken Brown**  
Associate Editor  
**Chris Lombardi**  
Technical Editor  
**Mike Weksler**  
Assistant Editor  
**Chuck Miller**  
Art Director  
**Susan Zurawik**  
Graphic Artist  
**Jack Rodrigues**  
M.I.S. Manager  
**Gene Allen**  
Advertising Manager  
**Lee J. Uniacke**  
Advertising Coordinator  
**Kathy Garcia**  
Contributing Editor  
(Adventure Games)  
**Scorpio**  
Contributing Editor  
(Wargames)  
**Evan Brooks**

*Computer Gaming World* (ISSN 0744-6667) is published monthly by **Ziff-Davis Publishing Company**, a division of **Ziff Communications Co.**, 130 Chaparral Ct. Suite 260, Anaheim Hills, CA 92808. Second-class Postage paid at Erlanger, KY 41011 and additional mailing offices. Permit #672-910. Contents are copyrighted by Ziff-Davis Publishing Co., 1993.

Postmaster: Send address changes to *Computer Gaming World*, P.O. Box 601, Mt. Morris, IL 61054-8052. The subscription rate for twelve issues (one year) is \$28.00. Canadian and foreign surface subscriptions add \$11.00. Foreign air subscriptions are \$78.00 per year. All payments must be in U.S. dollars, made by check drawn upon a U.S. bank, Visa, MasterCard, or money order. Psalms 9:1-2.

CompuServe (76703,622)  
America On-Line: CGW  
Prodigy: EXPT40B  
GEnie: CGW  
Internet: 76703.622@compuserve.com  
Subscription Dept. 1 (800) 827-4450  
Telephone: (714) 283-3000  
Fax: (714) 283-3444  
Foreign Subscribers: (815) 734-1113

**For advertising information only, call:**

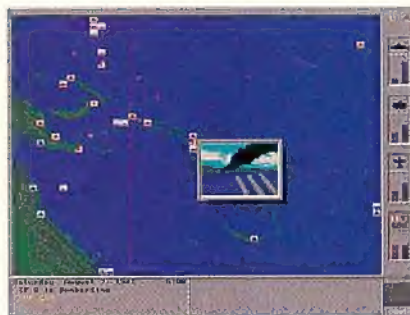
**Lee J. Uniacke**  
Computer Gaming World  
130 Chaparral Ct. Suite 260  
Anaheim Hills, CA 92808  
(714) 283-3000 x41

Printed in the U.S.A.

- 210 **Silver Seed**  
An Ominous Trend In Ultima Offspring
- 216 **Secret Seals**  
*SEAL Team* Hints For Point Takers
- 220 **Mob Rule**  
Go From Geek To Alien Ganglord With These *Syndicate* Tips
- 222 **Who Named That Ice Cube Greenland, Anyway?**  
A Nordic Compass For *Interplay's Lost Vikings*

## COMPUTER WARGAMING WORLD

- 228 **"Rogers" And Hammerblows In The South Pacific**  
QQP's Wargaming Lite: *Battles of the South Pacific*
- 234 **Pacific Theatre Of Operations**  
A Pearl Among Harbors From Koei
- 237 **Continuing Strategies In Warlords II**  
Robert Hayes Completes His Quest For Conquerors
- 241 **Keating's Killer Comments**  
Designer Roger Keating On *Warlords II*
- 244 **A Last Stab For Gold, Juno, Sword**  
Beach Blanket Combat In *Three-Sixty's V for Victory*
- 248 **Is Grigsby Stalin'?**  
*War in Russia* Is His Third WWII Trip East, Courtesy Of SSI
- 252 **Fun In The Trenches**  
SSI Imports *The Great War* For Fans Of World War I



Battles Of The South Pacific pg. 228



The Great War pg. 252

## DEPARTMENTS

- |  |   |
|--|---|
| 10 Editorial (Standardization)                                     | 251 Opponents Wanted                      |
| 12 READ.ME (News)  | 258 Taking A Peek                         |
| 98 Scorpion's Mail   | 259 Advertiser Index                      |
| 124 Scorpion's View<br>( <i>Dark Sun</i> with Bonus Hints)         | 269 Hall Of Fame                          |
| 188 Over There<br>(Overseas Software Report)                       | 270 Reader's Top 100 Poll                 |
| 206 Letters From Paradise  | 272 What's Hot?                           |
| 224 CWW Editorial<br>(Moving Into The <i>Empire Deluxe</i> Finals) | 273 Patches                               |
|  | 274 The Rumor Bag<br>(De-ploribus Baggum) |



# ON THE FIELD OF FIRE



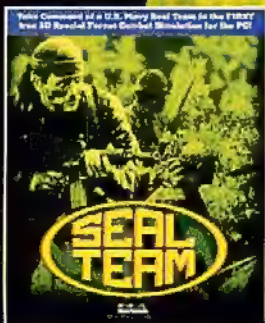
**The First Realistic 3-D Battlefield.** Run from hut to hut, or hit the dirt and take cover behind trees and rocks.



**Unmatched Depth and Authenticity**  
80 historical missions based on actual combat reports provided by the UDT-SEAL Museum Association Inc.



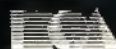
**Leading Edge Simulation Technology**  
See tracers and explosions through your own eyes or seven external views. Hear real digitized battle sounds.



Seal Team is a trademark of Electronic Arts. ©1992 Electronic Arts.

You and your team jump out of a Huey and belly through 200 yards of mud and darkness toward the village. You signal your team to fan out and take out the guard posts, but your flanker goes down—booby trap! Suddenly rounds from an AK-47 shriek overhead and the night is ablaze with tracers and the shock waves of mortar fire.

Welcome to "Forest of Assassins", Vietnam's Mekong Delta. Your worst nightmare come true.  
Available for IBM® and compatibles.

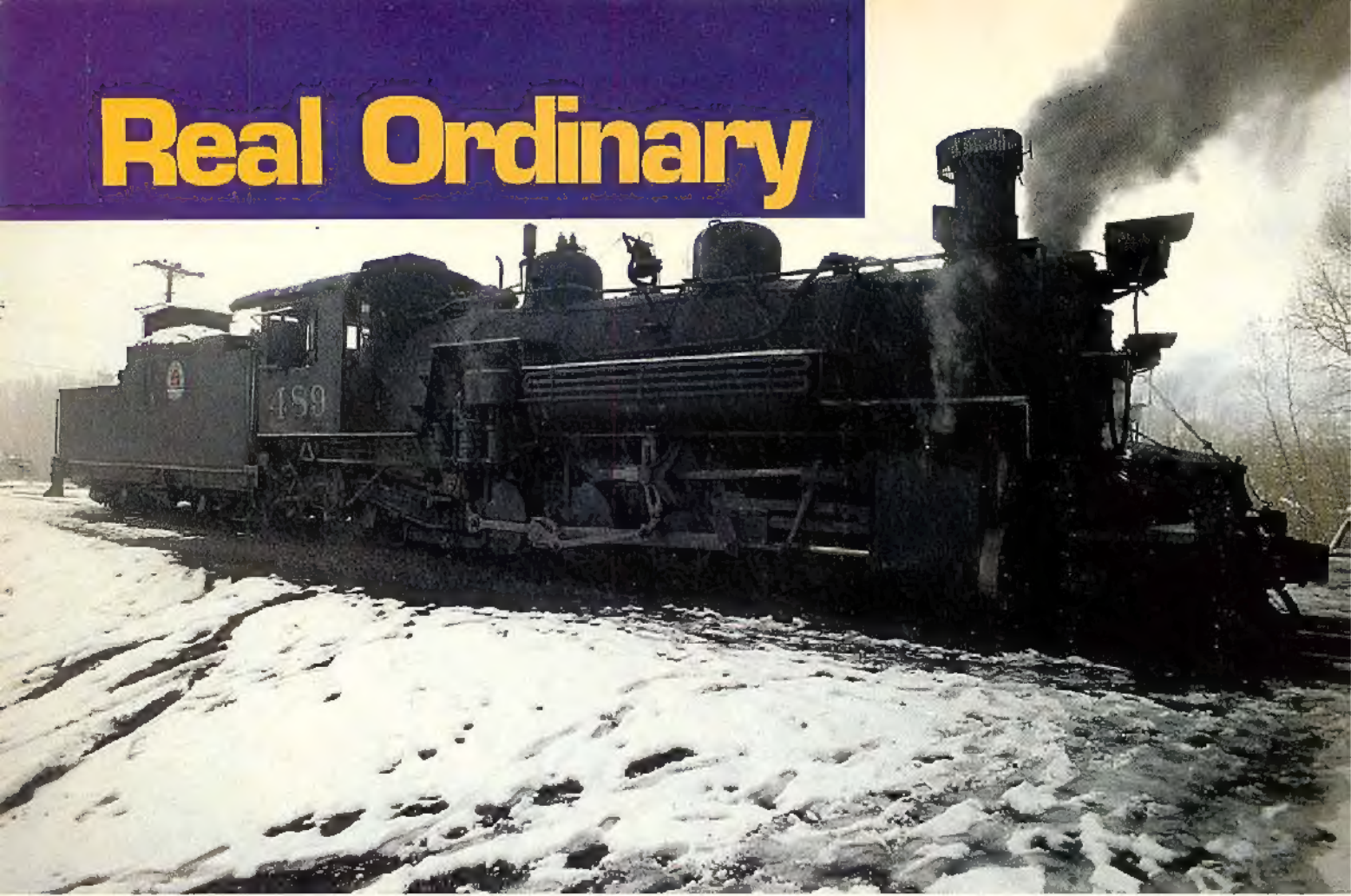


ELECTRONIC ARTS®

Circle Reader Service #61



# Real Ordinary



There's more to games than a mouth that sort of moves or tinny sound. Now play PC games and feel just like you're sitting in a theater controlling the action with your joystick.

It's ReelMagic™, the new MPEG playback adapter from Sigma Designs.

## ReelMagic™



*Get the full-blown multimedia kit, or spring for just the board if you already have the rest of the gear.*

Our add-in board brings the next generation of CD-ROM games to your PC bigger than life.

Say adios to wimpy graphics. Herky-jerky movement. Bogus sound. And phony

<b>ACTIVISION</b>	 <b>SIERRA</b>		<i>Interplay</i>		 <b>COMPTON'S NewMedia</b>
	<b>aris</b> entertainment			<b>GAMES</b>	

*Discover the new generation of ReelMagic games from these manufacturers, and look for more exciting titles coming soon.*



# ReelMagic



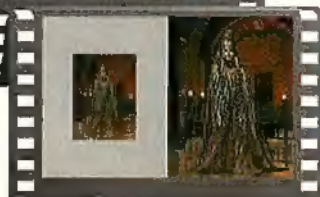
scenarios. ReelMagic pumps up the reality meter so you can crank up the fantasy.

We've also included Activision's *Return to Zork* to experience the excitement of full motion video now.



ReelMagic Adapter

It's not real unless it's ReelMagic. Call 1-800-845-8086 ext. 313 for a dealer demo near you. Or you can stick with real ordinary. Oh joy!



**256 VS. 32,768 COLORS** Why settle for a mere 256 colors, offered by current PC games, when ReelMagic gives you theater-quality graphics with over 32,000?

**GRUNTS VS. CD-QUALITY AUDIO** Get 16-bit CD-quality sound that plays Sound Blaster™ and Windows™ compatible software. The 8-bit audio you're used to just doesn't compare.

**5 FPS VS. 30 FPS** ReelMagic-compatible games run at 30 frames-per-second, TRUE full-motion, so you avoid jerky, blocky images.

**1/4 VS. FULL SCREEN** Now you can get theater-quality video in a full-screen image for a realistic, movie-like experience.

## Only ReelMagic Makes It Real.™



© 1993 Sigma Designs, Inc. The Sigma Designs logo is a registered trademark and ReelMagic is a trademark of Sigma Designs, Inc. All other brand names and products are trademarks or registered trademarks of their respective holders.

Circle Reader Service #121





# The Sub-Standard In Computer Software

by Johnny L. Wilson

**S**tate of the Magazine: This is a very exciting time in the history of *Computer Gaming World*. Not only are we creating magazines of record size, but we are watching the world of entertainment software completely restructure itself. The big deals which occur almost daily within the telecommunications industry are going to impact the world of interactive entertainment in a big way. Now, it is affecting the industry at the corporate level (capitalization, strategic alliances and long-range planning). Next, it will affect software publishers at the development level (new interfaces, metaphors and concepts for new kinds of games and different markets and delivery systems). Later, it will affect you, the computer gamers, when new products reach you via different media. We want you to rest assured that *CGW* will stay abreast of these developments, attempt to keep you informed of the potential impact on your life and hobby, and "still" provide the comprehensive coverage of computer games that we have always sought to provide. Even when you see pages covering technologies and alliances that don't seem immediately relevant, we will strive to make clear what the impact will be on you. No matter what kinds of coverage you see in *CGW*, it is there because we answered the following question in the affirmative, "Will it be interesting and useful to our readers?"

Some have asked why we are so "trade-oriented," wondering why we bother with conference reports and company profiles. We think they are integral to understanding where the hobby is going. You can't really understand where the products are going and why without understanding the people and companies that make them. Some sources have claimed that we are "going cartridge" and diluting our computer game coverage. We will cover "cartridge games" in the same way we have always covered them, only when the software seems of the quality that it would be of interest to our readers.

As Editor, I hope these assurances will allay any fears that astute readers may have entertained upon seeing how large the magazine is getting and reflecting upon the Ziff-Davis acquisition of *Computer Gaming World*. Yes, you will see us try different types of editorial as the world of interactive entertainment continues to evolve. Yes, you will see us adopt a more friendly, conversational tone as we reach out to more and more new gamers. No, you will not see us throw out the PC with the bath water and no, you will not see us remove the strategy and replay articles that have kept the hard-core gamers coming back for over 12 years. We're still the same folks. We still want to be bigger AND better.

**State of the Industry:** Once again, an Origin release has touched the nerves of computer gamers and sent forth a cry of, "Aren't we ever going to have computer games that we can just load and play?" Yes, the developers of the infamous late and unlamented Voodoo Memory Manager have done it again. *Privateer* offers a new required calibration

routine for joysticks that drives some gamer's controllers absolutely berserk. Of course, Origin often gets the blame for this type of thing because they are so often pushing the limits of state-of-the-art technology. Yet, the most recent problem points out a mindset in the computer game industry that needs to be changed—resistance to standardization.

At the recent Fall Conference of the Software Publishers Association, I asked the chairman of a committee on standards when we were going to get installation routines and drivers standardized to the point that gamers can merely load and play. This easy-going fellow grumbled that the consumer software industry can't even agree to standardize on a box.

Yes, there is the problem in a nutshell. This industry cannot even do what almost every other mass market consumer industry (including the video game market) manages to do—standardize the packaging. What advantage would this have for the consumer? It would provide easier storage for one thing. We could even build special shelves for our computer games, just like we do for video tapes, compact discs, cassette tapes and most books. It would enable retailers to put more boxes on the shelves, simultaneously reducing the shelf space wars that kill some titles before they have a chance to catch on, and meaning, potentially, a wider range of titles from which gamers can choose. Incidentally, it would reduce some of the pulp waste from oversized boxes full of air.

One marketing director protested that they used recycled materials for their oversized air-boxes. We pointed out that it takes a percentage of new pulp, even when using recycled materials. She said that they needed weird boxes to get the customer's attention. I said that the video-tape publishers didn't. I also noted that the audio CD folks don't need weird boxes (though one of their standards does use wasteful packaging for "security" purposes).

Further, major retailers like Sears, Kmart and Walmart have warned software publishers that they will no longer stock merchandise that does not fit a standardized size. Instead of taking this opportunity to solve a problem, software publishers are griping about the greedy retailers trying to stifle their creativity. How ironic! Here are the experts in mass merchandising trying to help the software publishers reach the market they've always dreamed of reaching—the masses—and the software publishers want to stay in their niche of origami boxes.

In such an industry, I suppose it's useless to ask for standardized sound and peripheral drivers. After all, we want to do our own thing, even if it costs money and potential customers every day that the chaos continues. **CGW**



# BUY THE BEST OF '93\*

And get the best of '91 & '92 **FREE**

\*As Chosen by Computer Gaming World & PC Games

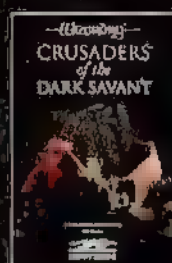
## WIZARDRY<sup>®</sup> TRILOGY

OVER  
4.6  
MILLION  
SOLD

WIZARDRY V, VI & VII

Winner of over 15 International Awards

WIZARDRY, the game that pioneered first-person perspective & defined computer role-playing for more than a decade. Now, the award-winning WIZARDRY V, VI & VII are available in 1 complete package, at 1 incredible price. Three best selling games, with over 500 hours of engaging, replayable adventure, come to you with a savings of 25% off individual suggested retail prices.



**CRUSADERS OF THE DARK SAVANT**  
REDEFINING ROLE-PLAYING FOR AN ENTIRE INDUSTRY  
1993 **ROLE-PLAYING GAME OF THE YEAR**  
**COMPUTER GAMING WORLD**  
1992 Fantasy Role-Playing Game of the Year  
**PC Games**  
1992 Role-Playing Game of the Year  
**Strategy Plus Magazine**



**BANE OF THE COSMIC FORGE**  
PAYING THE WAY FOR THE SYSTEMS OF THE FUTURE  
1991 **Best Games of the Year**  
**Strategy Plus Magazine**  
1991 **Best Role-Playing Game of the Year**  
**Strategy Plus Magazine**  
1991 **Top Role-Playing Game, April 1991**  
**Computer Gaming World**



**THE LEGACY OF HEART OF THE MAELSTROM**  
BREAKING AWAY FROM THE WIZARDRY SYSTEM OF THE PAST

**SIR-TECH**

Ogdensburg Business Center, P.O. Box 245  
Ogdensburg, NY 13669 (315) 393-6633  
FAX# (315) 393-1525

### THE WIZARDRY TRILOGY

Scenarios I, II & III

The original classics that set the trend in fantasy role-playing are now available at a new low price!

Available at a software retailer near you, or call:  
**(800) 447-1230**



# READ.ME

The Latest News From The Gaming World

## Rock, Technology, and Junk Bonds Converge on Multimedia

**N**ever was the "convergence of media" so clearly illustrated as in the announcement of the new 7th Level multimedia company. Founded by former MicroGrafx co-founder George Grayson and former *Pink Floyd* saxophonist Scott Page, 7th Level will produce entertainment and educational titles for the PC and Macintosh computers.

Grayson and Page had previously collaborated in entertainment and technological extravaganzas on behalf of the National Center for Missing and Exploited Children. Their event, the *Grand Scientific Musical Theater* held in conjunction with Fall COMDEX '92, was a computer-controlled, live multimedia spectacular in which digital technology and special effects were integrated with both live performances by Hollywood stars and computer-generated characters.

Both Grayson and Page felt that the performance was so successful that Grayson lured a team of advanced programmers away from MicroGrafx to handle the computer end of the business, and Page turned over the facilities of his multimedia production

house, Walt Tucker (named after Walt Disney and Preston Tucker, two of Page's favorite visionaries). The two partners added music producer Bob Ezrin (producer on Pink Floyd's *The Wall*, Alice Cooper's *Killer*, and KISS' *Destroyer* albums, plus being credited as the producer that encouraged Peter Gabriel to go solo) as co-chairman.

To add further to the feeling of convergence, funding for the new company was provided by a consortium put together by former Drexel

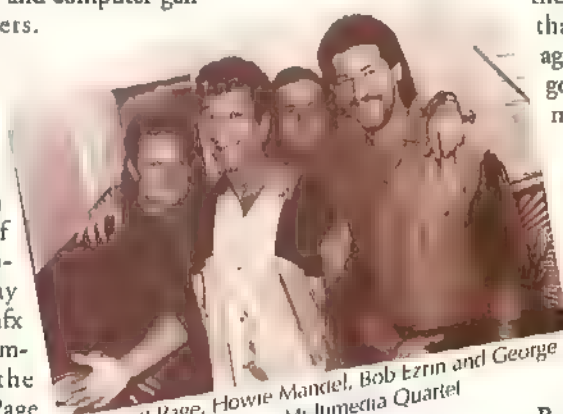
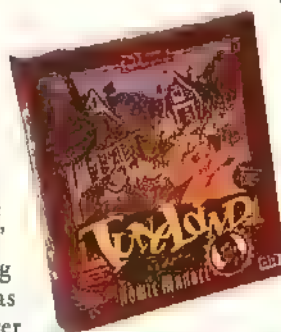
Burnham Lambert "junk bond king" Michael Milken and Lorimar Telepictures co-founder Merv Adelson. Milken's current dream is to build

the Education and Entertainment Network, so the formation of 7th Level had a natural synergy with his overall goal.

In keeping with the convergence feeling, the company's first release will be *Tuneland*, a children's sing-along program with Howie Mandel as the voice for the lead character. *Tuneland* features 42 songs and more than 12,000 hand-drawn animation cels (7th Level has not officially announced their relationship with an animation house) that represent about 40 minutes of actual

footage. 7th Level expects to be able to produce products like *Tuneland* on a six month production cycle, compared to the nine to eighteen month production cycle of most multimedia products.

Children's titles, like *Tuneland*, will be published under the *Desktop Playground Series* label, and titles for older gamers are on the way. Asked about specific plans for entertainment that would be geared toward an older audience, Page told CGW that the first product in that series would be unlike anything currently available on computer. He hinted that the game would involve comedy, action and role-playing, but would be oriented around an adult, variety entertainment show.



Scott Page, Howie Mandel, Bob Ezrin and George Grayson—Multimedia Quartet

## Sierra Secures Savoir Faire

**S**ierra On-Line (NASDAQ: SIER) has finalized a relationship with France's Coktel Vision S.A. which was initiated in mid-1992 (CGW #99, p. 16). Under that original agreement, Sierra would become the exclusive publisher/distributor of Coktel Vision's educational and entertainment products for the United States. On October 20, 1993, Sierra announced that it had reached an agreement in principle

to acquire Coktel Vision for \$5 million up front and another \$5 million plus upon reaching certain revenue and profitability

targets over the next four years. In addition, Coktel Vision will assume responsibility for handling European sales for both their own products and those of Sierra. The agreement is subject to French government approval, but should be final by late October. Coktel Vision is the publisher of the Goblins and Inca series of computer games, as well as an entire line of educational products.



# SIERRA®



# GLOBAL DOMINATION



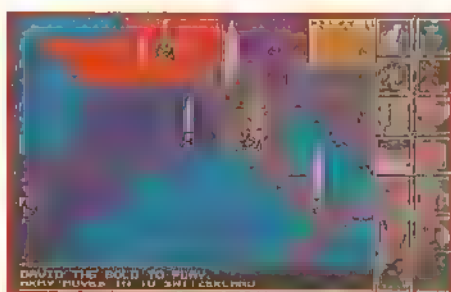
## The Ultimate Multi-Player Conquest Simulation

**F**inally, you can conquer your friends in state-of-the-art graphic splendor! Amass armies with your choice of units, then invade! Watch your back, though - you'll need to divide your forces with care to avoid being conquered yourself!

*Global Domination* is turn-based and features modem play; a wide variety of historic opponents from which to choose; random world generator; large number of units; spies; diplomacy & subversive activists; by far the best graphics and sound ever seen in a conquest game; and even more fun than Napoleon had at Waterloo!



Take your ego for a rollercoaster ride as you see your empire rise and fall!



Here's where you amass your armies and make your moves!



Take tactical control of a battle in graphically stunning animated combat!



## Steve Jackson vs. The Secret Service

### Game Maker Appeals For Electronic Freedom

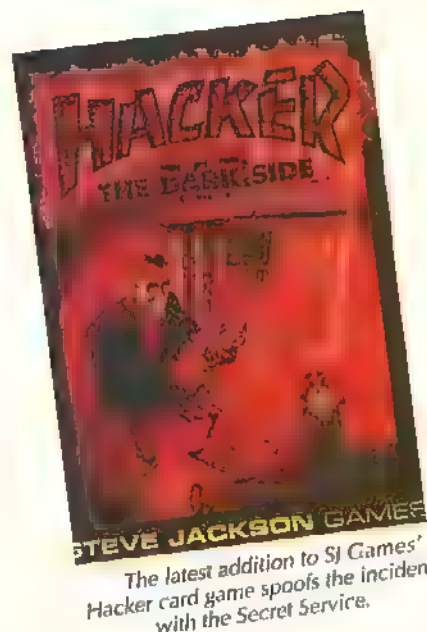
Steve Jackson Games, publishers of such popular games as *Illuminati*, *Car Wars* and the *GURPS* role-playing system, have filed an appeal in their suit against the U.S. Secret Service. The suit involved a Secret Service raid of the Steve Jackson Games office in 1990, in which government agents seized three computers, including the company's BBS. At the time, the company was working on their *GURPS Cyberpunk* role-playing supplement which one Secret Service agent claimed was "a handbook for computer crime."

Although the Secret Service found no evidence of criminal activity on the confiscated computers, they returned the equipment months later, after having read and erased the contents of the BBS and destroying one computer. SJ Games won on the major counts of the suit and was awarded \$50,000 for damages and \$250,000 in attorney's fees. The judge did, however,

find for the government on the "interception" count under the Electronic Communications Privacy Act, ruling that the Secret Service's confiscation of the BBS computer was not an "interception" as defined by the ECPA. Attorneys for Steve Jackson and the Electronic Frontier Foundation will appeal this finding, believing that the Fifth Circuit Appeals Court will reverse the decision and thereby establish a stronger precedent.

The Justice Department has preserved their right to appeal on the counts that SJ Games won.

Says Steve Jackson, "I hope they do appeal. I think the Fifth Circuit will uphold what we've already won, which will make the precedent carry far more weight. Other cases like this are coming up, and the government has to learn to keep its hands off of bulletin boards and e-mail."



## Go U S West, Young Machine

### 3DO and U S West Partner In Interactive TV Test

On October 4, 1993, 3DO and U S West Communications announced their intention to work together in providing the set-top terminal (STT) for the communications company's 1994 test in 1994. Omaha, Nebraska is the site for the test where, pending FCC approval, U S West intends to test its new system to provide interactive entertainment, educational and informational programming, home shopping and video on demand via a communications network.

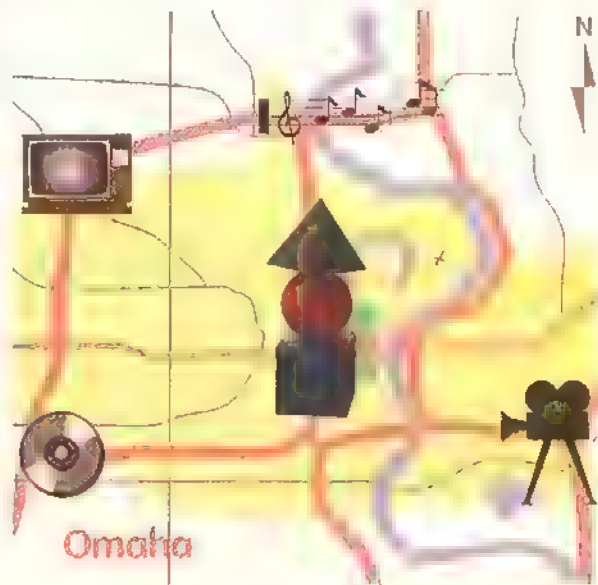
The test, which will incorporate the same graphics and animation technology into the STT as that in the 3DO Interactive Multiplayer, is expected to prove the viability of 3DO technology to serve as a standard for STTs for other cable television and telephone company projects. As CEO Trip Hawkins observed, "We want to create a worldwide standard." He further commented, "We're demonstrating that our new technology can be used in any stand-alone or networked environment."

Ironically, the announcement was made less than a week before *CGW's* earlier interview with Hawkins appeared (*CGW* #112,

p. 11) in which the CEO was questioned about 3DO's plans with regard to such tests. In the earlier interview, the CEO had expressed reservations about such tests because of the capacity for hardware manufacturers to get stuck with thousands of kludged units that serve no other purpose than to function for a brief time period during a trial run. Thus, the U S West agreement implies that 3DO feels confident that they will exit the test with a solid prototype in hand.

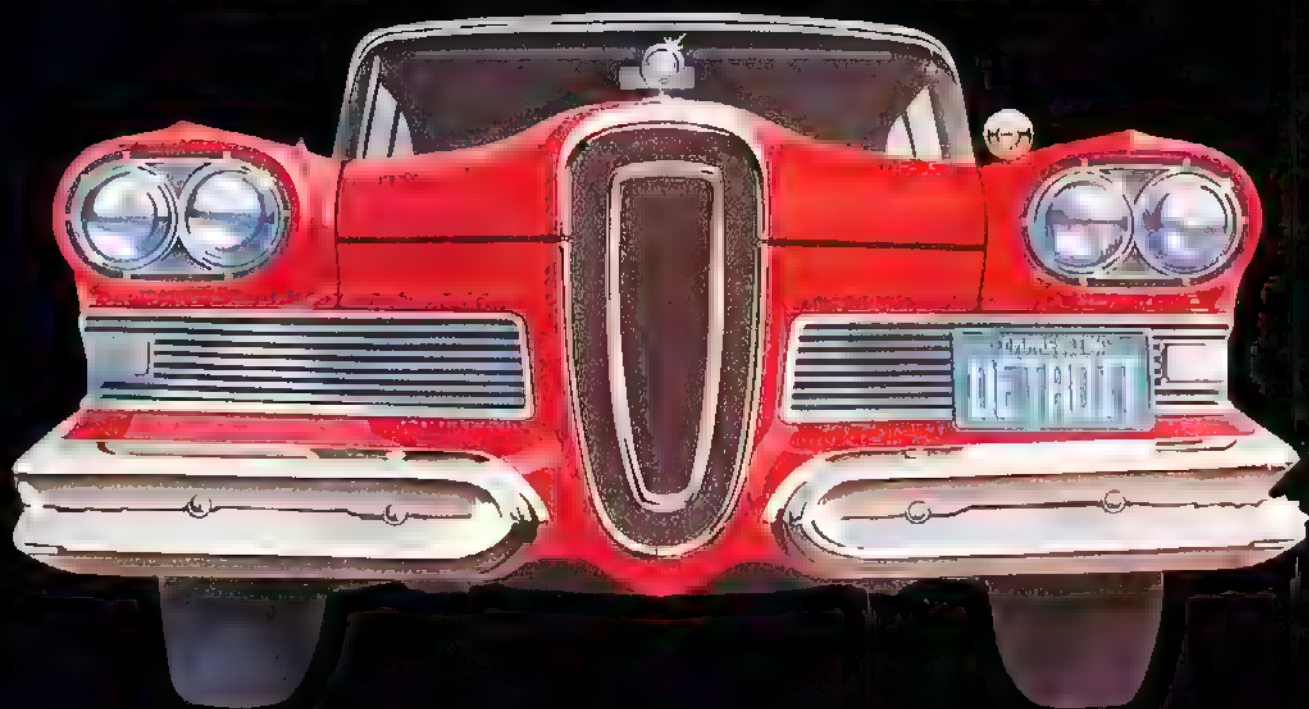
Omaha 3DO owners will not be able to simply hook up their new multiplayers to the U S West system, however. The STT units are a special streamlined design that will only incorporate the processing and graphics capabilities of the home machine. Currently, neither telephone companies nor cable television providers seem convinced that it is in their interest to include a CD-ROM drive in their STTs. 3DO

President Robert Faber informed *CGW* at the Software Publishers Association's Fall Conference that the current generation of 3DO players will *not* connect to the networks and that the company has no intention of attempting to sell STTs with CD-ROM drives to network providers. *CGW*

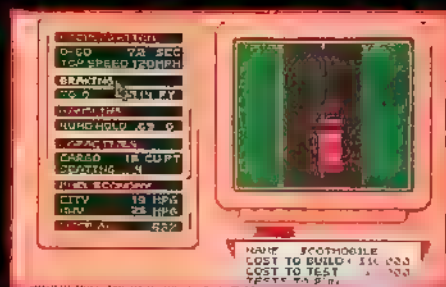




# DETROIT



# Can You Change Automotive History?



**Design cars and put them through their paces with a variety of performance tests!**



**Create unique marketing campaigns to  
blow away the competition!**



As your auto empire grows, open up new factories and sales offices around the world!

## Impressions

**Committed to Excellence in Strategy Entertainment**

Impressions Software, Inc. 222 Third Street, Suite 234, Cambridge MA 02142

**Circle Reader Service #82**

© 2003 Intertek, Inc. All Rights Reserved.

## IN POWER





# Hanging From Orion's Belt

## A Review Of MicroProse's Master of Orion

by Martin E. Cirulis

(Excerpts from Black Box recording ISN INDEFATIGABLE, recovered from space debris, Tarandor System. 12/23/2435)

"...amn how long it takes, get me that tac analysis, pronto!"

"Yes, Ma'am!"

"Captain Boone! Sensors reading five battle wagons coming out of hyperspace behind us."

"Relax Ensign. Those are Meklar Cruisers, they're on our side. Or at least they were last time we made planetfall. Just maintain target lock on that Sakkran Destroyer squadron."

"Ion Cannons at full power, Captain!"

"Excellent! Fire on my command. Tell McCloud I'm going to need full maneuvering power if we're going to dodge those Stinger Missiles. Helm, bring us to—What was that!!"

"Th—That was the RODNEY, Ma'am. She...she just shook apart. Sensors read some kind of Graviton Beam coming from the Sakkran fleet."

"Sweet Boudicca!! The lizards have gravity weapons! Shields Full! Helm, full 180. Emergency Eva—"

(End Tape)

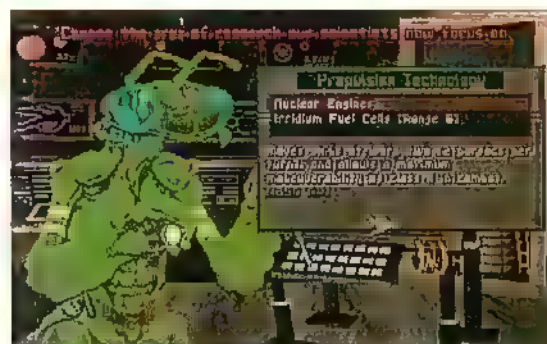
Another world, another fleet, another battle. It's just another day in the neighborhood brought to you by MicroProse's latest wargame, *Master of Orion* (MOO). This piece of science fiction software invites you to "Build an Empire to span the Galaxy" in the finest *Civilization* and *Global*

*Conquest* traditions, and probably only the most pedestrian of us could refuse such an offer without a trial spin. This turn-based game is easy enough to understand that you can jump right in with only the barest riffling of the clear and concise (perhaps too concise) manual. But trust me, you will dog-ear this book in a hurry as you flip back to get the scoop on surprise after surprise.

### "The Stars, Like Grains Of Sand..."

Though I am sure MicroProse is most comfortable with comparisons to its own products, *MOO* is better summed up by the phrase: "It's like *Spaceward HO!* but with all the options." The setup is pretty basic. You start with a single world amidst a spread of stars. The stars are home to hundreds of worlds waiting to be explored, exploited and developed, and somewhere out there are five alien races with the same situation and agenda: Control a majority of the known galaxy and eliminate all who stand in the way. It's standard spaceploitation fare, but where *MOO* distinguishes itself is in the details.

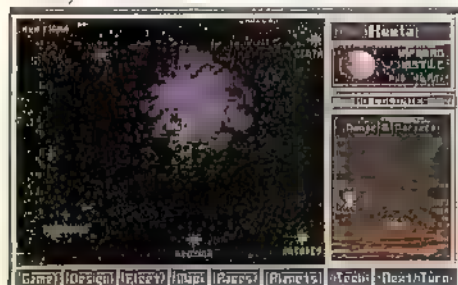
The ride is the first clue that there is a little something extra afoot. The "Orion" to be mastered is a forgotten world, and it holds some very important technologies which go to the first race to successfully colonize her. You'd think that would be enough incentive for a race to plant their flag there, but there's more. Given that this world is a treasure trove of techno tidbits from a long dead race, any scientific research budgeted on this world yields quadruple the normal results. Now what would you pay?! As it turns out,



quite a lot. If you take this world, be prepared to hold on to her dearly because you can count on visitors popping in to say "Hi!" with a few dozen well-armed battle wagons.

While it is possible to win the game if some other race gets to Orion first, it will definitely make your quest for domination harder. This objective is constant from game to game, but its location is random so there is always incentive to send your scouts out as fast and far as possible. This galactic "carrot-on-a-stick" helps to pull this game ahead of the generic spaceploitation pack.

Even the galaxy map distinguishes itself from that of other games with 13 different environmental classes of worlds ranging from Terran standard through frozen Tundra to



## Master of Orion



TITLE:  
PRICE  
SYSTEM  
REQUIREMENTS:

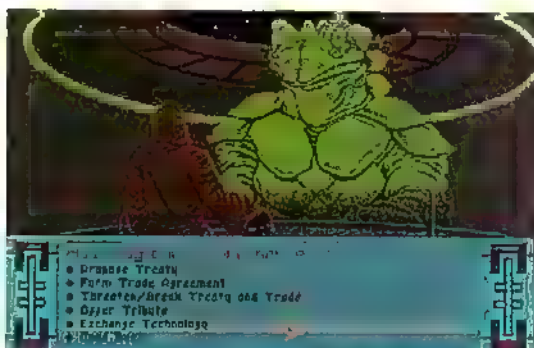
PROTECTION,  
DESIGNER:  
PUBLISHER:

Master of Orion  
\$59.95  
IBM  
386-16MHz, 2MB RAM, VGA  
graphics, 14MB hard drive  
space; supports Ad Lib, PAS  
Roland MT-32 Sound Blaster  
sound cards  
Documentation on look up  
Steve Barc  
MicroProse  
Hunt Valley, MD  
(410) 771-1151



highly radioactive. Each of these worlds can have any of eight special characteristics that can modify population growth, industrial output or technological research. On a map that can hold up to 108 stars, this offers a lot of variation, with some dog worlds that are only colonized as a last resort, and some gems that are constantly struggled over.

The map even has its own kind of galactic "terrain" in the form of Nebulae that retard movement and disrupt the shields of ships and planets *a la* a certain *Wrathful* movie. With all of these worlds, nebulae and characteristics set randomly for every new game, it will take a long time before a player becomes



bored with the setup...not to mention the odd random events that intrude upon your war-torn little Galaxy. I don't want to ruin any surprises, but I would suggest boning up on your "Menace from Space" *Star Trek* episodes, both old and new.

## Caught Up In The Space Race

As per the popular trend in sci-fi wargames, a large part of *MOO* is dedicated to research and development; but unlike other games, where technology is represented by merely a level, *MOO* gives you 50 basic levels of technological development in six different disciplines (Computers, Construction, Force Fields, Planetology, Propulsion, and Weapons). Most of these first 50 levels result in actual named developments. If you manage to exhaust these, then you can still make advancements, though in a more generic way, just as you could develop "Futuristic Advancements" in *Civilization*.

The power of these touches to give the game its own character can not be understated. It is much more satisfying to see the Armored Exoskeleton your Construction Techs have developed, rather than a generic window telling you that you have achieved "Construction Level 24." Each development leads to two or three new devices to research, so one can also make strategic choices within each discipline. If one is feeling badly pressed by militant neighbors, one can choose to push the advancement of armor and leave factory effi-

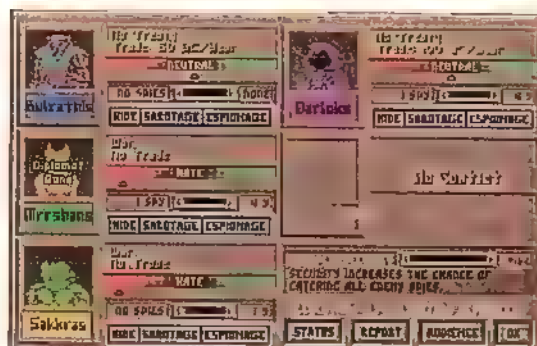
ciency for a later phase, or perhaps one can trade another race for the technology or simply fund enough spy cells to steal it from them.

*MOO* also adds another nice touch to the tech race genre by acknowledging that technology becomes cheaper and smaller as one advances beyond it. Since shipbuilding in this game is based upon placing components into four standard hull sizes that have finite internal tonnage, this little addition creates a whole new life for older weapons. No longer are devices completely obsolete as soon as a new one comes along. It is true that lasers (the basic Level 1 weapon) are made obsolete by mid-level shields, but most other weapons can do a little damage against the highest shield strengths. Because of this, it becomes viable at times to use 20 semi-obsolete weapons in the space that one new one would take up. Twenty little hits are sometimes worth a lot more than one big one. This kind of technological flexibility makes for another great tactical facet of the game, and it's refreshing to see a little innovation in what is quickly becoming a standard aspect of the genre.

## "This Means War!"

No matter how you play this game, conflict will be a part of it. It is in this arena that you will be tested both as a strategist and a tactician. Strategically, you must balance exploration and development of new worlds with technological research and the production of warships and planetary defenses to prepare for war with at least some of your alien neighbors.

Now just because conflict is inevitable doesn't mean you can't spend a few game years preparing the way through less direct methods. Diplomacy, Spying and Trade are all present in *MOO* as they are in *Civilization*, but they are more abstract and subtle in this game. There are no specific units for these functions in *MOO*; instead they are handled through manipulation of your budget. Alien leaders with whom you have spatial contact can be reached at most times during the game, unless they get angry enough to withdraw their diplomat, and you can use this route to exchange technology, forge alliances or threaten war, create trade agreements or simply kiss up to a more powerful race through gifts of money or technology. The trade routes lose money during the initial years when they are being estab-



lished, but slowly grow more and more profitable until they become a major consideration in declaring war. Sure, the Alkari may be in your way, but their peaceful trade is worth a Dreadnought every two or three years. It's something more to think about.

Spy networks in alien empires are established by pouring money into them, but their effects are not quite so blatant. You can tell your spies to merely hide out in a friendly empire, or you can tell them to become active by stealing technology or blowing things up. Nothing paves the way for an invasion like exploding defenses. Usually a race will object to the use of these agents, often lowering their relationship rating with you to the point of war. But if your spies are lucky enough they can complete their missions without revealing their race, or better yet, they can pin their deeds on another race and thereby create diplomatic mayhem. Of course the flip-side of this option is that the same thing can be



done to you. There's nothing quite like the look of an enraged Bulrathi diplomat declaring war over something you didn't even do.

Economic decisions are made at the planetary level through the use of slider bars. Planetary economic output can be applied to five areas: Shipbuilding, Defenses, Industry, Ecology and Technology research. Needless to say, the latter three begin to get neglected during those long galactic wars, but if you let things slide too far you'll end up with an inefficient, poisoned and backward empire with lots of weapons that don't work very well.





After all this preparation, it would be a shame if the actual battles were over quickly or were so convoluted that all the fancy equipment you researched never got used. Have no fear, *MOO* strikes a solid balance between detail and playability. Ships face each other in groups defined by ship type across a screen-sized spacefield 11 x 8 movement points large. This field will occasionally contain a smattering of obstructive asteroids and the world in dispute if it is colonized. Ships move and fire in an initiative system based on their engine class and maneuverability rating. Weapons can be fired at any target, at any point during a move, so long as an enemy ship or world comes within range of that specific weapon type. Missiles and torpedoes will track a target from across almost the entire board. Here detail is again rich as each

weapon or special device has its own particular pyrotechnic show when fired or activated.

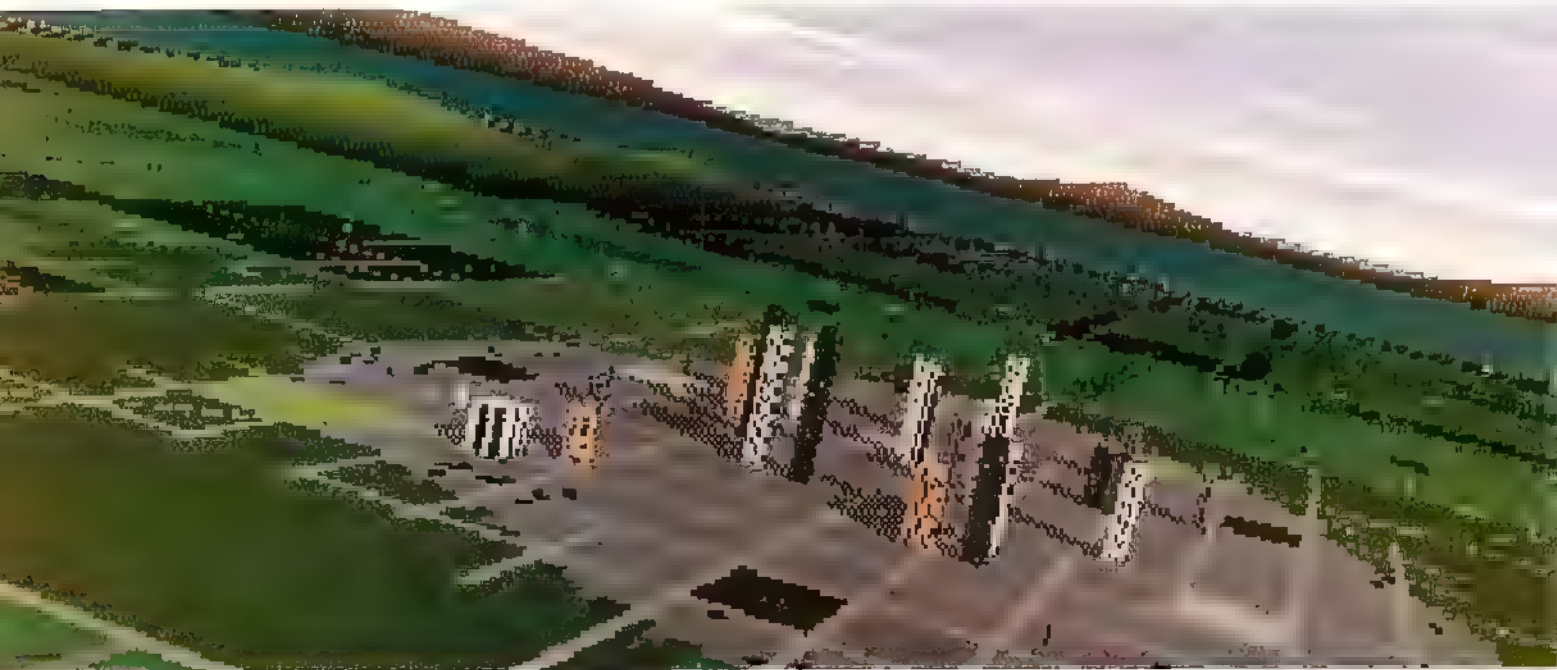
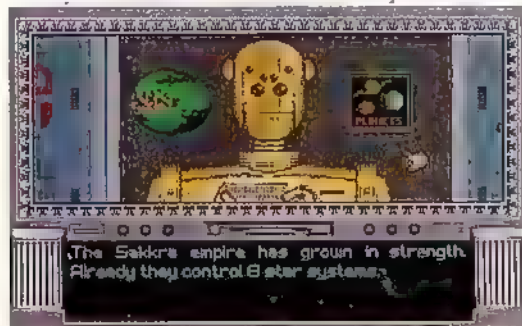
The player is given a choice between running the ships or letting the computer move them, but since combat is so straightforward I see this latter option being used very rarely. The computer is a fairly strong, if not very subtle opponent in the tactical arena, and it usually uses its technological advances to their most damaging potential. Ship groups can retreat from battle at any time after surviving a combat round and will warp back to the nearest friendly planet if their side eventually loses, or will rejoin their original fleet after the battle if victory is the result.

Once space is secured, a fleet can bomb a world clean of inhabitants and factories, or await the arrival of troop transports sent from neighboring worlds. Transports carry population away from the origin world to arrive as troopers at the target world. Ground combat is a quick, they-die/you-die round by round affair that occurs automatically until one race stands alone on the planet surface. Numerous technical advances can give troops combat modifiers that can turn a fair numerical fight into a rout. Capturing worlds

this way is advantageous in that you get to keep all the expensive factories, you don't lose diplomacy points with your neighbors by burning worlds down to bedrock, and if you capture enough factories there is a chance you will be able to get some new technology from your enemy. The only drawback to this kind of combat is (and here *MOO* compares to the original boardgame of *Civilization*) that it's very population intensive; trying to seize two or three worlds this way in a few turns can deplete your empire of citizens and leave a lot of factories standing idle.

### Through Alien Eyes...

No discussion of *MOO* is complete without looking at the alien races involved. There are ten races that can fill any of six slots in a game; you choose one and how many other races





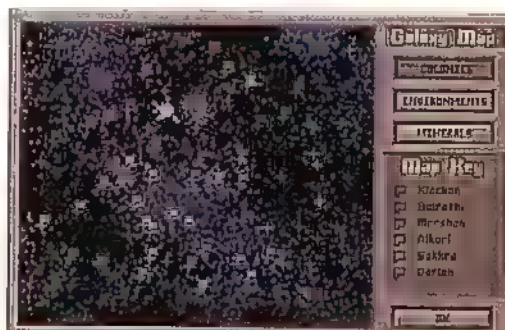
you wish to compete against, and the computer randomly selects the rest. Depending on your style of play, this selection could spell the difference between conquering the universe and being Galactic Second Banana. Each race has its own unique advantage and a philosophical point of view when it comes to interspecies relations.

The fact that only six of the ten are involved in any given game and that each racial advantage tends to change the shape of game play means that the replay value is very high. In a month of play there are still a couple of races I haven't fought for or against. And even more enjoyable is the fact I have to tinker with my grand strategy every time to allow for new opponents.

### Advice To The Warlord

There are two ways one can achieve ultimate victory in *MOO*. The first and most bloodthirsty is to simply exterminate every other race in the Galaxy. The second option still involves its share of conquering, but it is more political in nature. It seems that every so often a tele-conference of all the racial leaders is called where they (and you) can vote on who should be the ruler of the universe. The number of votes you can cast is directly proportional to the size of your population,

and the two nominees for Galactic leader are from the two largest empires. In order for any leader to be crowned Master of Orion, they must hold a two-thirds majority in council. Sometimes your allies will vote for you or, if you are still a minor power, expect you to vote for them.



This system is a novel way for a player to decide when they want out of a game. If they think their situation is untenable they can cast a swing vote for one of the two major powers, or simply abstain and hide their time for a better situation. Should an Orion Master be crowned against your wishes, you can choose to ignore the creation of a new Federation and pit yourself against the combined might of the joined races; needless to say, this is a long tough fight.

### And The Stars Sing "MOO!"

*Master of Orion* is one of those games where one must actually put effort into finding something inadequate about the game design, and that in itself is probably the highest praise this reviewer can give a product. Yes, if I were an all-powerful being I might alter *MOO* to allow for more than six ship designs at a time, or make small ships a little more relevant, but these things matter little against such a well crafted piece of gaming software. As for the game's manual, it leaves many details to be desired, and without an index, it can be difficult finding the details that are included. But even in spite of this weakness, I and many gamers like me will be unable to resist this game's overwhelming power.

*MOO* should appeal to both hard-core and novice wargamers. The light touches and nods to classic sci-fi themes should draw in and entertain the general software public as well. This product will offer enough late nights and missed appointments to make it a definite Game of the Year candidate as well as Exhibit A in many divorce cases. My only regret is that my friends had to offer advice over my shoulder instead of playing against me. **CBW**

**THE ONLY THING  
IT DOESN'T SIMULATE  
IS EAR POPPING.**



If it were any more real, your chair would be in a 30° bank. Our new Microsoft® Flight Simulator™ has four planes, each with its own instrument panel created digitally from actual photographs. There are storm clouds and sunsets to fly into. Crashes are scarily real. And you can fly to airports anywhere in the world. For even more detailed flights, there are New York and Paris scenery enhancements\*. Everything is at your reseller. So, take off.

Microsoft  
*Home*

Circle Reader Service #99

\*New York and Paris scenery enhancements coming this fall. ©1993 Microsoft Corp. All rights reserved. Microsoft is a registered trademark of Microsoft Corporation. Flight Simulator is a trademark of Bruce Artwick, Inc.



# THE RED CRYSTAL

"The Seven Secrets  
of Life"

**QQP**  
Quantum Quality Productions, Inc.

Seek out the seven secrets of life. . . . Can you forge through the evil that lurks in the depths of the eerie dungeons, the ominous castle towers and the savage countryside? Play alone or with a partner. Simply, one fine adventure and role playing endeavor.

- **MODEM PLAY**
- **1 OR 2 PLAYERS WORKING TOGETHER OR IN HEAD TO HEAD COMPETITION**
- **BREATHTAKING GRAPHICS**
- **FASCINATING ECONOMIC SYSTEM**
- **LARGE VARIETY OF MONSTER TYPES**
- **OVER 50 DUNGEON LEVELS**
- **AUTO-MAPPING FEATURE**

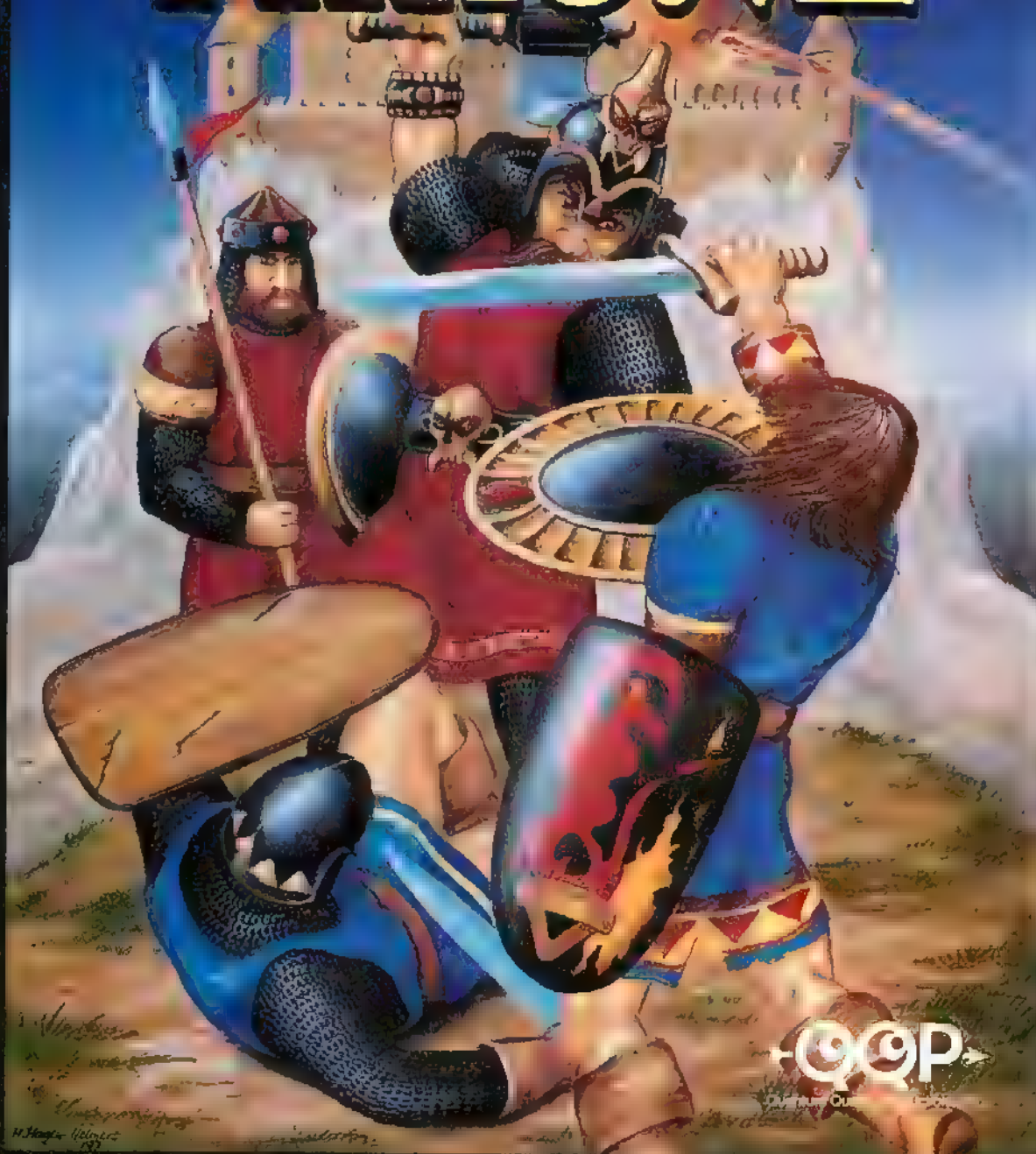
The "Red Crystal: Seven Secrets of Life" is for the IBM PC. It can be obtained through your favorite retailer or ordered directly by calling:

**908-788-2799**

1993© Q.Q.P. All rights reserved.  
IBM is a trademark of International Business Machines.



# HEIRS TO THE THRONE



QQP

The King is dead. His brother is returning from the crusades. The barons are vying for power. It is your job to challenge the rogue barons and bring the kingdom together. The others have made their stand. Now you must lead your troops to victory, over mountains, swamps, deserts, and through forests. You have the potential . . . It's up to you and you alone.

- SUPERB GRAPHICS
- UP TO 4 PLAYERS
- SIMPLE AND INTUITIVE INTERFACE
- GREAT COMPUTER OPPONENT
- 30 DIFFERENT OPTIONS FOR EACH GAME (You control it all)
- UNLIMITED VARIETY OF LAND TO CONQUER
- MANY TERRAIN TYPES (Effecting Production and Combat)
- HALL OF FAME

The "Heirs to the Throne" computer game is for IBM PC. It can be obtained through your favorite retailer or call: 1-905-786-2799

or by writing to:  
QQP—495 Highway 202  
Flemington, NJ 08822

Copyright 1993 Q.Q.P. All rights reserved. IBM is a trademark of International Business Machines.



# LUCKY'S CASINO ADVENTURE



It is vacation time... you can sit at home watching the grass grow or enter our world... LUCKY'S CASINO ADVENTURE. This could just be your lucky break. Everyone can "win", but only the best can hold out for the full three weeks. Travel between the many casinos, have a bite to eat and rest in the hotels. Nothing has been left out in this state of the art experience of a lifetime.

- Games Included: 5 Different Pokers, 3 Different Slots (all completely different), Palgow, Bingo, Keno, Baccarat, 3 Different Video Pokers, Money Wheel, Blackjack, Casino, Craps, Red Dog, Roulette, Caribbean Stud (ALL REAL CASINO QUALITY)
- Supports All Major Sound Cards
- 256 Spectacular Colors
- Tournament Play
- Scoring History
- 640 x 400 VESA VBE 1.2 Compatible
- Three Week Adventures to experience

The "Lucky's Casino Adventure" computer game is for IBM PC. It can be obtained through your favorite retailer or call:

1-908-788-2799

or by writing to:  
QQP—495 Highway 202  
Flemington, NJ 08522

Copyright 1993 Q.Q.P. All rights reserved. IBM is a trademark of International Business Machines.



# WORLD WAR II

## BATTLES OF THE SOUTH PACIFIC



Quantum Quality Productions, Inc.

*©1993 QQP*

The time: World War II  
The place: The South Pacific  
Wage war for the sole ownership of the South Pacific. Historically correct battles challenge all, to do better than the Navy did as it happened in WWII. Not only naval combat, but air and land combat. Create and transport armies to enemy ports through air, naval, and bombardments from your adversaries to take over their bases.

- MANY SCORCHING BATTLES TO CHOOSE FROM
- PLAY JAPANESE OR U.S. FORCES
- MODERN PLAY
- EXPERT MENUS OR NOVICE MENU
- SEVERAL LEVELS OF DIFFICULTY
- STUNNING HISTORICAL ACCURACY
- HUNDREDS OF SHIP AND PLANE TYPES
- INTUITIVE INTERFACE

The "WWII: Battles of the Pacific" is for the IBM PC. It can be obtained through your favorite retailer or ordered directly by calling:  
908-768-2799

1993© Q.Q.P. All rights reserved.  
IBM is a trademark of International Business Machines.



# Game On The Edge Of Forever

**SNEAK PREVIEW**  
**Game Still In**  
**Development**

## An Early Look At Sierra's *Outpost*

by Martin E. Cirulis

*Martin Cirulis is a freelance writer and Science Fiction author who has recently completed a novel with Lucius Shepard. A space game connoisseur, he believes firmly in the "four eXs": explore, expand, exploit and exterminate.*

Just when I felt confirmed in my opinion of the current trends in Science Fiction computer games, I literally stumbled across a new product that threw my assumptions into disarray. While attending the World Science Fiction Convention in San Francisco this past September, I noticed the Sierra banner flying proudly, and promptly shuffled through the crowd hoping to see some new adventure game demos or maybe even acquire some of the Mana of every writer at a convention: Free Stuff. Imagine my surprise when I realized the program on display *wasn't* another quality adventure game, but was an incredible looking strategy game called *Outpost*.

The surprises didn't stop there. Not only was this a strategy game, but it seemed to be designed for the CD-ROM format, and it was running from *Windows!* Also, while I stood there amazed I began to realize that not only was this game Science Fiction, but the science was so hard one could bounce a meteor off it. Needless to say, I had to know more and, after hastily scrawling "PRESS" on the back of a cab receipt and, sticking it in the brim of my hat, I corralled a couple of guys who looked suspiciously like designers and went about finding an explanation for this wonder.

**"Your Mission, should you choose  
 to accept it..."**

According to Bruce Balfour and Jon Bock, head designer and project artist respectively, this is a game of a dark and heroic future.

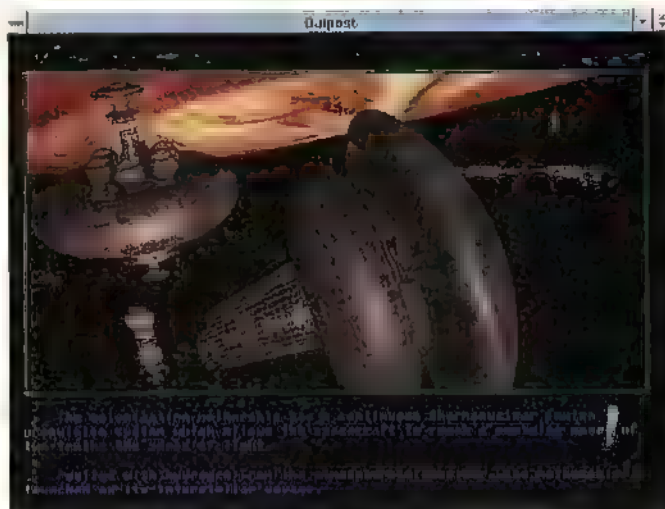
Our planet has been destroyed, but not before one massive SpaceArk has been built to carry away the legacy of Earth tended by her brightest and strongest citizens. The player takes the helm of this last desperate bid for survival and must make the decisions that will either shape the future of humanity or bring it to an end.

Although this plot may be a little familiar, the detail with which it has been executed will bring sighs of appreciation from even the most jaded SF gamer. For instance, the MotherShip is not just a recycled plot device from the Paramount prop department. This virtual vessel took over two months to design and implement in the game, and is a composite of theoretical NASA designs for Colony ships. The same can be said for almost all of the equipment to be dealt with in this game. All of it is realistic, carefully detailed, and lifted from the latest high frontier research, though I guess they will have to modify the probe designs somewhat.

Of course, it's easier to lay hands on this kind of design information when the head programmer's last job was AI research for NASA. Bruce Balfour's obvious love of the subject really shows through in this project. He is sure enough of his craft that he is hoping to receive product endorsements from prominent figures in the Astronomy and Aerospace fields in return for a possible percentage of the proceeds being donated to various high frontier organizations.

**"Will the last person leaving the Earth please  
 shut off the lights?"**

*Outpost* begins with a 25-year countdown to doomsday. The player has this scant quarter century to build a MotherShip, select the





appropriate equipment, and choose a staff of right-hand people. There will probably be very few sure bets here, and the gamer will be left pondering the possible troubles ahead and making educated guesses as to what combination of personnel and equipment will enhance survival potential. An open line of credit with the Psychic Friends Network probably wouldn't hurt during this phase.

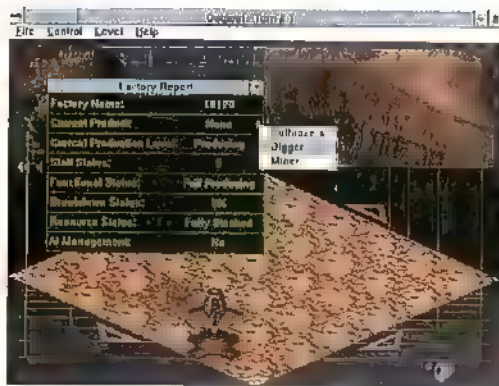
When these choices are made, for better or worse, and old Terra Firma is crumbling into history, the MotherShip lumbers into the sea of stars and all personnel slip into suspended animation. But just before the lights go out in the captain's cubicle for a few decades, the player's character must make one more decision: Despite all this preparation, the course is not yet determined, and the player must point the expedition in the direction that will most likely lead to a new home.

Again reflecting the realities in space exploration, Earth orbit telescopes have only been able to discover which stars are most likely to host Gas Giants (large planets like our Jupiter and Saturn). Such star systems promise the best chance of finding something smaller and more solid, but the player has no way of knowing if there are indeed more viable bodies until hearing the results from one of the scarce number of probes in the ship's inventory. Unfortunately, these probes only travel at slightly more than twice the Mother Ship's speed, so a general direction must be chosen first. At the halfway point, the player's character is awakened to analyze the more detailed probe telemetry and choose a final, fateful target system from the short list of likely candidates.

As if this wasn't enough to weigh on the mind of the savior of mankind, the game introduces a renegade faction within the expedition that not only helps themselves to a good portion of available supplies, but has struck out on its own in competition with the player's crew.

### "If it's Tuesday, this must be Alpha Centauri."

Upon arrival at the target world, it becomes necessary to send down the robots from another detailed NASA model, The Seed Factory. This self-replicating robot factory prepares the colony zone for habitation and supplies the crew with the initial modules to be used as building blocks for Humanity's new home. Now the satisfying aspect of game play begins. The player must balance needs versus resources, work versus morale, and research versus production. The new world is not a stagnant one, it is a dynamic, dangerous place which requires the development of new skills and technologies in order to ensure survival and prosperity.



This means that in *Outpost*, the primary enemy isn't a marauding alien race or some ancient relic from galactic wars past, but capricious Fate herself. Bruce and Jon were perversely proud of the fact that players will not be able to build anything that won't break down, blow up, or just be swallowed whole in a ground quake. Entropy is alive and well at this *Outpost*. The player will be kept busy reacting to and researching counter-measures for a myriad of new and potentially devastating disasters. This is a game that shows how dangerous space really is without having to resort to triple-tentacled Escargot-men looking for dates.

Players who are skilled enough to craft a colony that can survive and prosper *will* eventually encounter the band of malcontents that checked out with those supplies. They will

have done pretty well for themselves also, well enough to become viable competitors. This, in turn, leads to many areas where the player will have to decide whether to compete or cooperate. Since prime real estate and minerals are at a premium in the great dark, one can readily end up trading for desirable commodities in demand or for technologies in which the defector colony has pulled ahead of the player's colony. As in any trading situation, the key is to garner more than one proffers. Note that while raw force isn't an *Outpost* option in its current incarnation, these negotiations are the player's opportunity to put the screws to the loyal opposition via economic force. One simply has to be careful with what is

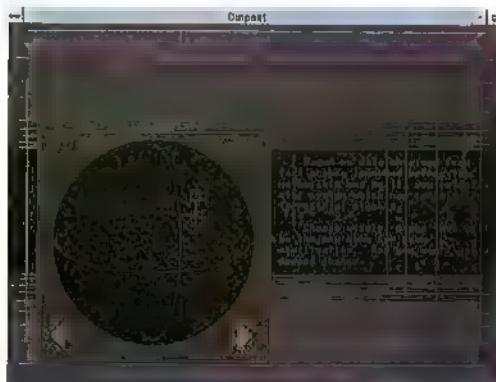
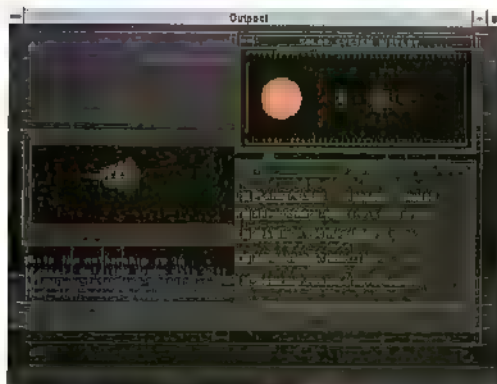
traded away, since traded facilities do not pick up and move, they merely become property of the opposing colony right where they sit even if they sit in the middle of your colony.

### "Hal... Oh Hal?"

Though some of this may sound daunting, the program does provide assistance. A pseudo-AI personality helps to fulfill the player's duties and warn of impending disaster. There is also a never-ending supply of reports, from an overall status report for one's entire colony to individual updates from each and every facility under the player's control.

Also programmed into this game is a micro-management system that will allow one to assign mundane turn-to-turn tasks to the computer assistant

while attending to more important details, such as the morale of the personnel or the creation of police units if one decides to ignore their needs. This ability to concentrate on new tasks instead of the same repetitious ones should free this title from the boredom-factor that crops up in other sim-type games





NOTEBOOK  
GAMEPORT™

# Finally, a Joystick Connection for Your Notebook!

Transform your high-performance portable into a serious simulation machine with the Notebook Gameport™. Connect an IBM-compatible joystick or yoke and rudder pedals.

The Notebook Gameport™ not only maximizes the entertainment potential of your notebook computer, it's also the quickest, easiest joystick connection for your desktop! Ask your local retailer for the Notebook Gameport™, or call Colorado Spectrum to place your order.



COLORADO  
SPECTRUM

48 Whalers Way, E. 201 Fort Collins, CO 80525  
International Telephone: (303) 225-1087

(800) 238-5983

9-Pin Connector to Computer's Serial Port

Easily connects to all IBM compatible notebook and desktop computers

Four-axis Gameport

Supports joystick & rudder pedals simultaneously. No calibration, jumpers or manual speed adjustments necessary.

Pass-through Serial Mouse Port

Mouse remains fully operational while gameport is in use

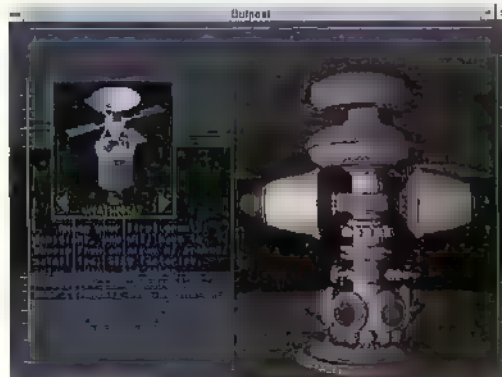
"Mine eyes have seen the glory."

The graphic quality of *Outpost* is simply incredible, and the design team deserves full credit for pushing the envelope on the current technology. Considering the game will run comfortably on a 386/25 with four megabytes of RAM, the photo-quality animation sequences are stunning. The portions I have seen are equal to those seen on television shows that use computer graphics for special effects. Granted, the game is designed primarily for CD-ROM, so the DOS version will take 20 megabytes of hard drive space to do the same job a little slower and with less pizzazz, but even the CD-less among us will still enjoy a beautiful 640 X 480 playing field, with each tile and terrain square crafted in extreme detail.

Jon Bock crafted most of these images using AutoDesk 3D, and the animation has been meshed seamlessly with gameplay to give players every chance to suspend disbelief

and immerse themselves fully in the simulation. The decision to use a simple *Windows* interface is definitely a courageous choice when the trend this year in science fiction games has been to create extravagant and flashy interfaces, usually at the expense of gameplay. The game is scheduled for release in March of '94 in both CD and DOS formats with a Mac version likely to follow within a few months.

Dependent upon the success of *Outpost*, long-range plans include a series of expansion disks that will extend the game universe by developing the storyline and introducing new rules and features as plot devices. Disks may include an actual all-out war and first contact with an alien race. Even without these expansions, the game's large and accurate starmap contains hundreds of stars that change most of their planetary values with every game. Hopefully this dynamic map will keep the replay value high.



This game is sure to create quite a splash, and deservedly so. If interactive entertainment truly wishes to be taken as seriously as books or film, then I think this is definitely the kind of high ground to

seize. In an economic climate where originality is considered a risk, and rehashing old ideas is not only seen as smart but is strongly preferred to the development of new projects, Sierra deserves full marks for taking a step outside their usual beaten track and supporting a new *Outpost*. This is one reviewer who hopes it will grow and prosper. **C6W**

Circle Reader Service #49



# *You can outfly this guy...* **But can your *COMPUTER?***

**Yesterday's high speed games have pushed your personal computer to its limits.**

**Today's games are breaking them.**

**You need a computer with no limits.**

**You need to fly a FALCON.**

**Introducing the Falcon MACH 5.**

The latest advance in our line of high speed personal computers, the MACH 5 is the ultimate machine for gaming, personal and business use. It features new VESA Local Bus technology and the fastest 486 processor to produce over 40 VGA frames per second. 30 frames per second is flicker free to the human eye. The MACH 5 is serious hardware for serious players.

The MACH 5 comes standard with:

VESA Local Bus Motherboard with 256K Cache and Intel 486DX/2-66 Microprocessor

VESA Local Bus Graphics Card with 1 Megabyte Video Memory

VESA Local Bus Hard Drive Controller Card (4 Megabytes per second transfer rate)

4 Megabytes of RAM Upgradable to 32

1.2 and 1.44 Megabyte Floppy Drives

130 Megabyte 12 ms Hard Drive

Internal Caddyless CD-ROM Drive (350 ms)

CTX 14" Super VGA Color Monitor

Mini-Tower Case

Creative Labs SoundBlaster Deluxe

Multimedia Speakers

Microsoft DOS 6.0

3 Button Serial Mouse

101 Key Keyboard with Dustcover

CH Products Flightstick Joystick

and High Speed Joystick Port

Backed By Our 1 Year Parts

and Labor Warranty

The MACH 5  
is Complete Including  
Shipping For Only

**\$2,499**

Fractal landscape created with VistaPro 3.0. 3D modeling courtesy of Oregon Data Products. Prices subject to change without notice. Optional equipment shown.

**FALCON NORTHWEST**  
**COMPUTER SYSTEMS**

263 South Bayshore Dr. Coos Bay, OR 97420

Circle Reader Service #67

**To Order Call:**  
**1-800-258-6778**

VISA & MasterCard Accepted.  
Financing Available.



# FRESH BLOOD IN THE ROLE-PLAYING ARENA

## Politics, Peril and Power in Bethesda's *The Elder Scrolls, Volume 1: Arena*

**SNEAK PREVIEW**  
**Game Still In**  
**Development**

by Johnny L. Wilson

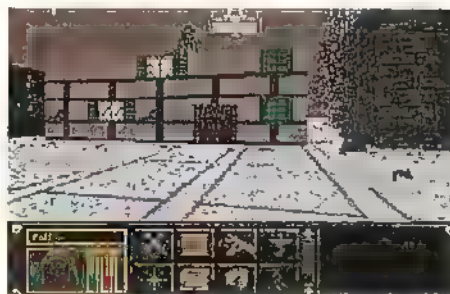


The formula is deceptively simple. A Foozle (X) has entrapped an important personage (Y) in a situation (Z) from which Y is helpless to remove himself or herself. A heroine or hero (A) is recruited to either face X (the wicked wizard, corrupt king, demented demon, etc.) in a massive magical showdown which leads to bliss (B) for the kingdom, world, dimension, etc.  $((X/A)+(Z-Y) = B)$  or use superior intelligence and magic to remove Y from the clutches of X  $((A+(Z-Y))-X = B)$  and return the situation to the best of all possible worlds. Sometimes, the formula is expanded as magical artifacts (M) are added to the scenario:  $((A+(M*x)+(Z-Y))-X = B)$  (where x represents the number of pieces of the artifact which the heroine/hero must recover and assemble in order to be able to accomplish the task).

*The Elder Scrolls, Volume 1: Arena* follows the last and most complex formula. The wicked wizard has entrapped the benevolent and erudite Emperor in a dimension in which time passes (and hence, the Emperor ages) very slowly relative to the game world. To further complicate matters, the wizard has taken on the appearance of the Emperor and no one would know about the imprisonment if it weren't for that wizard's apprentice. The wizard's apprentice is too Mickey Mouse (oops, wrong apprentice), that is, too inept to be able to rescue the Emperor by himself, so he recruits the player's character to accomplish what he cannot.

Normally, this would cause me to experience my first rebellious act of disbelief. I always want to know how the player's character got stuck in the story. I'm rarely satisfied with the standard means of a more powerful

patron recruiting a first level player character to do his/her dirty work. Fortunately, V.J. Lakshman and Julian Lefay, the designers of *Arena*, are kindred spirits in this regard. The reason the player's character is chosen is be-



cause he/she is an offspring of one of four Imperial Guards, an elite group sworn to protect the king. The apprentice cannot recruit the Imperial Guards themselves, because their absence from the side of the faux-Emperor would alert the wizard that his plan had been betrayed. So, the apprentice appeals to the offspring of this elite crew in order that they, though inexperienced, can accomplish what their progenitors could not—the restoration of the Emperor.



Ah, did I mention an artifact? The artifact in *Arena* is a staff of power, the magical item used by the wizard to imprison the Emperor,

Unfortunately for the wizard, he cannot destroy the staff after his nefarious deed because the destruction of the artifact would undo his spell and release the real Emperor. So, he does the next best thing. He divides the staff into eight pieces and hides them all over the known world. Naturally, the player's character has to collect and assemble all eight pieces  $((A+(M*8))$  in order to release the Emperor from his cosmic captivity (Z-Y) and reset the desired equilibrium (B) by exposing the wizard (X).

Sound easy? It's not. Bethesda Softworks has elected to create a huge world split into nine provinces. This means that there are nine cultures and habitats, complete with politics and weather. Want to see snow? Visit Skyrim, the Land of the Nords. Tired of human-looking humans? Try Elsweyr, home of the feline race known as the Kjaiit (sic) or Black Marsh, home of the reptilian Argonians. Add three kinds of elfen races, a dwarven race and another band of humanoids, and the world gets fairly rich. There are desert environments, mountainous regions and swamps, and all function with realistic terrain and weather (snow piles up in drifts, puddles mirror buildings during the rain, etc.).

Further, characters adventuring in the worlds of *Arena* will discover that their way is aided or hindered on various occasions by groups with their own agendas and belief systems: Brotherhood of War, Order of the Gentle Hand, Order of the Red Rose, and more. Another nice touch is that, as characters wander the streets and alleys of cities within this world, they can pick up both useful information and strange red herrings from the citizens and denizens of these locales. If a rumor is valid it will not only recur,



# The Very Best Classic City Simulation



"I always wished *Sim City* had more "game" to it; *Caesar* has that. *Caesar* goes far beyond its *Sim City* origins and provides the serious game player with a real lion's feast. Hail *Caesar*" *Computer Gaming World*

"*Caesar* has the same sort of feel to it that *Sim City* did, but the game play is much more streamlined, detailed and enjoyable. There's also a lot more here than in *Sim City*...Incredible...a true gem of a game"  
*Computer Game Review*

"Highly recommended...near perfect." *PC Entertainment*

"Exciting and addicting - not to mention exhausting" *Compute*

"It's a *Sim City* that goes further" *Amiga World*

**Golden Triad Award Computer Game Review**

**Nominated for the CGW Strategy Game of the Year Computer Gaming World**

**Highest Score Ever Awarded To A Game PC Entertainment**



Sim City™ is a registered trademark of Maxis

## Impressions™

**Committed to Excellence in Strategy Entertainment**

Impressions Software, Inc. 222 Third Street, Suite 0234, Cambridge MA 02142

Circle Reader Service #83



it will become more specific as characters get closer to its source, whether that be a tavern, temple or inn. So, it pays to interact with characters, and the program is designed to unveil rumors, quests and helpful hints as if one was peeling an onion layer-by-layer. This is worthy.

Also, as in most computer role-playing games, the player will need to complete mini-quests in order to have enough money, resources and experience to continue with and fulfill the main quest. In *Arena*, however, the designers have taken the "people and paper" role-playing model and tried to keep matters so that the computer feels like a human Dungeon Master who improvises according to the players' actions. So, although the standard formula for mini-quests (discovering a patron in a tavern who hires the player's character to perform a mercenary mission) is used, these quests are divided into Mundane and Noble Quests, randomly generated by the computer

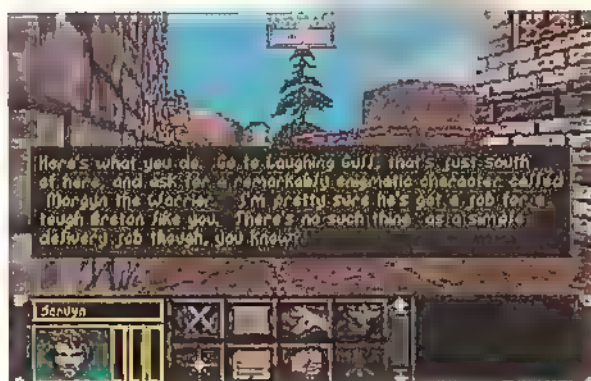


and set with appropriate risk/reward ratios). Also, there is a "political circumstances overlay" that will allow important quests to be inserted when certain conditions are met, and a percentage of probability that the party will hear valuable rumors which increases by 1% for every new experience level attained by the player's character.

## Differential Equations

So, what makes *Arena* different? What's so hot about it? Frankly, I'm impressed because *Arena* is the first CRPG of recent vintage that is using state-of-the-art technology to present stunning (and fast!) first-person perspective visuals without forgetting the lessons of the past in terms of game design. I am impressed by the frame rate and scrolling of this game, even on a 386SX-33, and I am delighted with the special effects tricks used on the magic spells.

However, I'm even more thrilled that the design team has chosen to include question-based character generation as in *Ultima IV* (and that the questions seem more interesting and less judgmental than those in the classic



game); multiple paths to solve problems as in *Wasteland* (there is always more than one way out of a situation); a risk/reward approach as in *Dragon Wars* (every dungeon has short cuts which are usually more dangerous, and safer paths which take longer); and something of a fame/notoriety rating as in *Darklands* (the game sets up PERK (perquisite) flags when the player's party is successful in certain actions and these allow the characters to get tips, pardons and quests, on occasion). I'm also excited that the game is realistic enough to realize that players are not always going to be successful and allows non-player characters (NPCs) to hail them out on occasion.

To be sure, the game features the obligatory icon-based command lines of most modern CRPGs. There are 11 icons on *Arena*'s command line and they are fairly self-explanatory: Cast Spell, Steal, Use, Automap, Draw Weapon, etc. Within that command line, combat orders to other members of the party tend to be reduced to the simple "Protect PC at all costs" and "Follow me" variety, but that's been standard since *Ultima VI* revised the way combat AI was handled for other members of the player's party.

Yet, there are nifty new features within the game, as well. This is one of the few games where players can customize magic spells using a point and click magic system. The prototype seemed very versatile and the designers were attempting to link special effects to spell elements in such a way that even the player's custom spells would look impressive during combat. It is also slated to be one of the first CRPGs to support Logitech's new *Cyberman*, the input device that gives vibratory feedback when characters bump into objects or happen to be struck by weapons. I haven't had a chance to experience the game with *Cyberman* at press time, but I hope to do so, soon.

I also like the fact that the game has no level limits. One doesn't have to attain a certain experience point level to move on, and characters can keep improving, *ad infinitum*. How do the designers intend to enforce play balance in such a system? Throughout the world, there are some really tough monsters, liches and vampires in particular. These monsters have their own agendas and can provide some pretty hefty balancing on their own. I haven't

experienced one of these in the early stages of the game, but I'm looking forward to them when the game is finished.

## Final Calculation

One of my great complaints with first-person point-of-view games has been that the designers tend to be looking for quick combat, fast scrolling and graphic pizzazz without remembering the need for story, character building and interaction. To me, the last year has seen a movement that makes many first-rank CRPGs seem more like action games on a video game machine than the rich, sophisticated role-playing experiences that first drew many of us into the world of computer games. Fortunately, *Arena* breaks the trend. It gets back to the roots of role-playing without losing the technological pyrotechnics of its competitors.

*Arena* isn't just another flash in the dungeon. When it pushes polygons about the screen, it's going somewhere, usually somewhere interesting. When it uses a special effect, it's creating an atmosphere, usually a fascinating one. If *Arena* captures the imagi-



nation of other gamers like it has captured mine, it may well be the game that establishes the new formula for CRPGs—"P" for proven ideas, "+ N" for new technology, "+ C" for creative innovation, "= S" for successful standard. Indeed, it is likely to mean (in terms of an older arena) that the Emptor (consumer) instead of the Emperor gives the "Thumbs Up!"

CSW



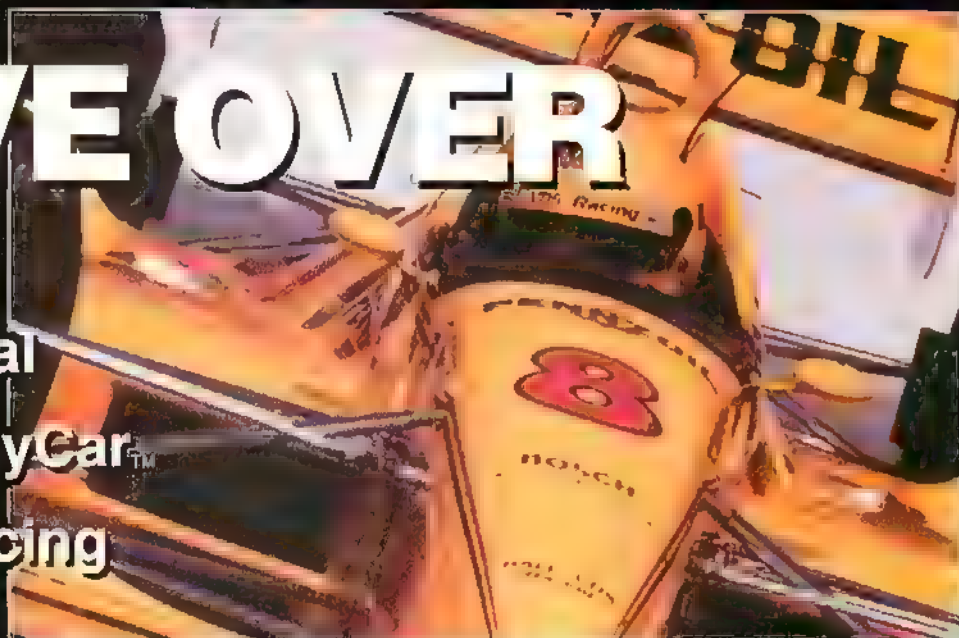
Officially Sanctioned

# INDYCAR

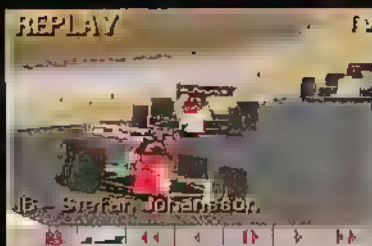
## RACING

# MOVE OVER

## To Real IndyCar™ Racing



IndyCar™ Racing is the real 3-D thing. Blast through the corkscrew at Laguna Seca. Doppler-shifting IndyCar engines scream to the max. Suddenly, someone spins. Blam! Parts fly everywhere. You slip by. Whew! Caution light. Time to pit. Take on fuel. Right side tires. Adjust front wing. Too late! You finished 2nd. Get 'em at Michigan. Feel too real? (Almost.)



• **Real Graphics:** Experience all new Papyrus 3-D Super Texture™ technology. Bit-mapped cars, tracks, terrain and scenery, accurate down to the last detail, including billboards, paint schemes and decals on actual IndyCars. Tread marks "groove" every turn to help you find the line.



• **Real Game Play:** Gobs of Newtonian physics calculate real car behavior...speed, chassis, engine set-up, tire temp and wear, fuel load, track bank, etc... hundreds of calculations per second. What you do makes a real difference.

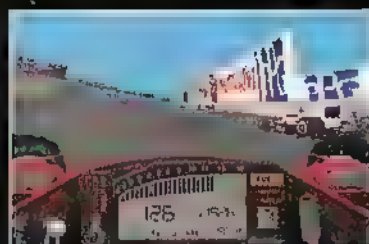


• **Real Set-Ups:** You choose wing angles, tire types and pressure, suspension, camber, gearing, and more. Adjust turbo boost, brake bias, roll bar settings from the cockpit. Custom tune engines in the dyno room. (Or take the default car and hit the track running.)

From the creators of Indianapolis 500®: The Simulation™  
First in a series of Real World 3-D Racing Games



Available  
November 1993



• **Real Race Tracks:** Michigan International, Laguna Seca, Milwaukee Mile, Long Beach... you get it all in IndyCar™ Racing...right down to the grass, fans, stands and six real TV camera-type replays from car-cams to blimps.

# PAPYRUS

PUBLISHING, INC.



Distributed exclusively worldwide by  
Virgin Games, Inc.

The Indianapolis 500® is a registered trademark of the Indianapolis Motor Speedway.

Indianapolis 500®: The Simulation™ is a trademark of Electronic Arts Inc.

Actual IBM PC screens shown.

Circle Reader Service #108





Electronic Arts software for the 3DO system is about to revolutionize the way you play games. The new 3DO system delivers photo realistic graphics, CD-quality sound and gameplay so real it's hard to tell where your living room ends and the software begins.

Electronic Arts has been at the forefront of innovative technology throughout our ten year history. We have supported all of the major successful hardware platforms, and led the pack onto the Sega® Genesis.

Now we've recognized the technological leap 3DO has to offer and we're planning to introduce twenty new titles for 3DO over the next twelve months.



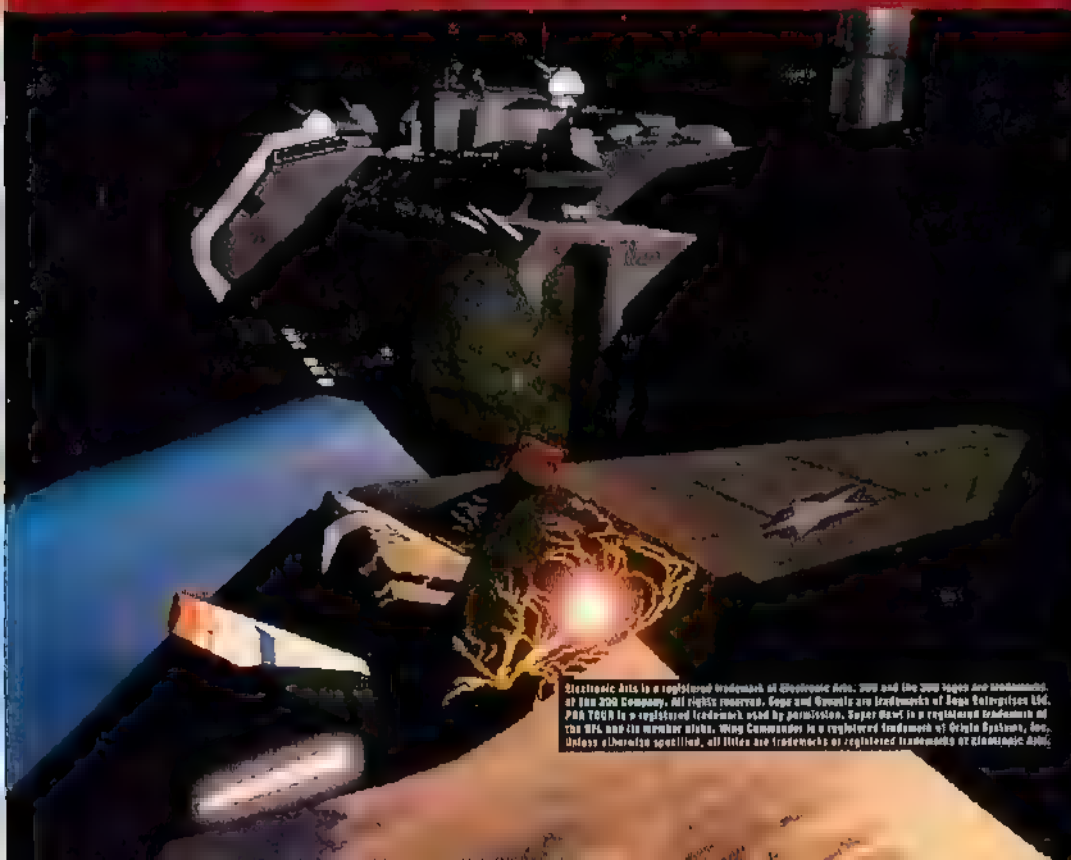
# THE FACE OF







# THE FUTURE



Electronic Arts is a registered trademark of Electronic Arts, Inc. and the EA logo and emblem are trademarks of EA GAMES Company. All rights reserved. Gears and Grunts are trademarks of Sega Enterprises Ltd. PGA TOUR is a registered trademark used by permission. Super Gears is a registered trademark of the EA GAMES member clubs. Wing Commander is a registered trademark of Origin Systems, Inc. Unless otherwise specified, all titles are trademarks or registered trademarks of Electronic Arts, Inc.

We are developing titles with Hollywood-style special effects, full-color video and intense gameplay. This new software ranges from Super Wing Commander® to PGA TOUR® Golf to Peter Pan. Grab the controls of your fighter jet and stop the alien invasion in Shock Wave®. Fight your way to the Super Bowl® in John Madden Football®, your cleats biting into the turf. Rip through the squalid city streets, the cold, hard bite of a steel chain assaulting your face in Road Rash®. It's software as you've never seen it before. Face the future with Electronic Arts and 3DO.



**ELECTRONIC ARTS®**  
Circle Reader Service #62









# Computer Gaming World's

## 7th Annual Holiday Buying Guide

Santa Claus isn't the only computer game addict among our readership that waits until the last minute to spread his holiday cheer. To help him and his fellow gift-giving procrastinators, every year we try to round up as many of the newest games as we can lay our hands on so that we can provide our celebrative readers with a sleighful of screen shots and information prior to the holiday buying season. Of course, we aren't fortune tellers, so we can't guarantee which games will actually ship in time to appear in your holiday stash, but we've been careful to include only the games that are on final approach for their landings on software shelves. Also, since we haven't experienced the complete games, the mentions in this buying guide do not constitute a full recommendation. Our goal is simply to describe those games which we think will be of interest to our readers.

This year, the good news is that the software elves have been very busy, so we have lots to write about. The bad news is that we looked at many of the games in pre-release form, so we can't provide all the hard technical data that many of our readers would like for us to publish. Still, what we have tried to do is describe the games well enough that all the good little boys and girls can decide what software or hardware they want for the holidays. They can circle and highlight their favorites, and subtly drop this issue in the hands of their favorite Santa, Father Christmas, Hanukkah Harry, sugar daddy, parents, grandparents, spouse or significant other.

ILLUSTRATIONS BY KELLY FREAS



# A C T I O N



"Top this, Brothers!"

**Archon Ultra:** The original *Archon* was one of the early titles developed by a young, bold, visionary group of "software artists" that were going to "realize the potential of the personal computer." Among these Electronic Artists were Paul Reiche, Jon Freeman and Anne Westfall, whose brooding visages graced the record album-like packaging of the first "bat-



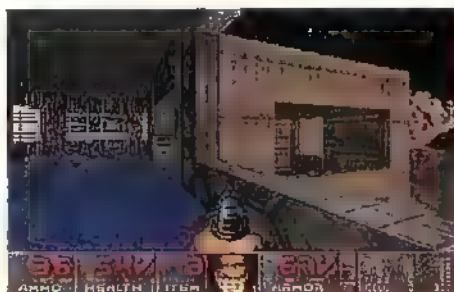
Archon Ultra

tle chess" game. Although the game was set on a chess-like board, and the players chose one of two sets of pieces, *Archon* was only loosely based on the chess paradigm. Players moved their pieces around a grid in an attempt to capture strategic "power points," while the board's "luminosity" cycled underfoot, constantly changing the balance of power. The use of magic made the contest even wilder: the "king" piece of both sides could summon elementals, shift the flow of time, resurrect pieces from the dead, and heal the wounded. When two creatures met on the field of battle, the play dropped into an action intensive battle of joysticks.

*Archon Ultra* takes all of the elements of *Archon* and the sequel, *Archon II*, and updates

them with current graphics and sound. The game play hasn't change all that much, though creatures now have extra combat powers, and the dynamics of the "luminosity" cycle have been tweaked. Graphically, the creatures have refined animated movements, and there are a variety of 3-D battlefields with terrain objects to add variety to the combat stew. Even after 10 years, *Archon's* blend of action and strategy is fun and unique, and should please the joystick-bangers among the new generation of gamers. Strategic Simulations, Inc., IBM (\$49.95).

**Doom:** If action gamers were knocked back on their heels by *Wolfenstein 3-D*, then they'd better pad their prominent posterior protrusions before booting *Doom*. "Visceral" was a word thrown around in discussions of *Wolf 3-D*, but *Doom* will redefine the term in the gaming lexicon, and "gratuitous" comes nowhere near the description of *Doom's* violent excesses. The player (or players, through the intended network and modem options) take the role of a space marine in a brutal and bloody battle with The Ultimate Evil, fight-



Doom

ing level by level, down through the stories of a space station in search of Evil's wellspring. The graphics are *superb*, with stunning lighting effects and art that could only come from dark and demented minds. The floor plans of the levels, no longer limited to the rigid angularity of *Wolf 3D*, are richly intricate, and the overhead map utility will be the gamer's constant cartographic companion. The depth of the game play has not improved much over *Wolf 3D*, though there are buttons and levers that one can push and pull to uncover secret passageways and weapon caches. Id may have been slightly optimistic when they said *Doom* would play well on a 386SX; gamers will most likely need a 486 to get the experience that the designers intend. But what an experience! Id Software, IBM (\$40.00, Episode 1 is shareware and available for the cost of shipping and handling by calling 1-800-Id-Games).

**Dracula:** Like something out of Tim Burton's *The Nightmare Before Christmas*, gamers may find *Psygnosis' Dracula* stuffed in their stockings. Donning the garb of a vampire-killer, the player takes the role of Jonathan Harker and sets out to destroy the infamous Count. The macabre world of *Dracula* is a



Dracula

free-scrolling, 3D environment strongly reminiscent of Id's *Wolfenstein 3D*. There are three stages to the game, and the object is to destroy a certain number of monster-generating coffins to proceed to the next stage. The player scrambles around a tedious maze of corridors gathering innumerable keys to unlock innumerable locked doors, while hoarding bullets, food and holy wafers to keep supplied. The game play, the graphics, and "me-too" game engine are—like Keanu Reeves' acting in the Copola film—uninspired. Psygnosis, IBM (\$59.95).

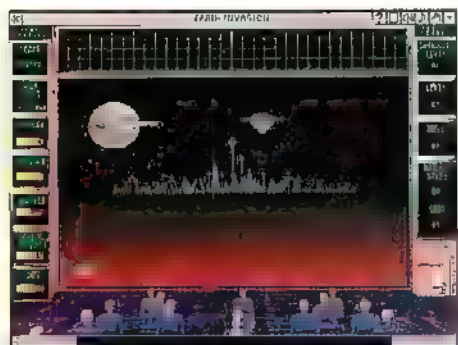
**Earth Invasion:** Raise shields and arm weapons, *Windows* gamers. It's time to prepare for an *Earth Invasion*! Offering photo-realistic True-Color graphics (plus standard 16- and 256-color VGA graphics), full MIDI sound support, fast 3D scrolling, smooth animation, five difficulty levels, and over 30 levels of play, *Earth Invasion* gives the player three complete games in what are the most







advanced action games available for windows. *Earth Orbit Mission* is reminiscent of *Galaxium*, *Ground Defense Mission* offers *Defender*-style action, while *Deep Space Mission* takes off *a la Wing Commander*. Requirements, however, are a touch on the heavy side, demanding a 386/SX 25MHz system or better (though it definitely plays best on a 486), 4MB RAM, *Windows 3.1* and *DOS 5.0*. An accelerated video card, preferably offering True-Color, is best, though not required. Sounds and music are exceptional with a 16-bit sound card and MIDI; 3D graphics rendered in *Autodesk 3D Studio* visu-

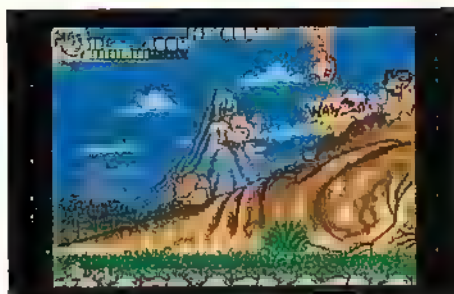


Earth Invasion

ally steal the show. 3DI Productions, Inc., IBM with Windows (\$39.95).

**Firefall Arcade.** In the style of classic, fast-paced video games comes *Firefall Arcade* for the Macintosh. The choice is a simple one in this game of skill and agility—kill or be killed. As the player tries to make his or her way through nine, heart-pounding levels of excitement, ferocious fireworms, slinky sliders, and the perpetual “death star” all stand in the way of success. Fortunately, triads, heat seekers, cannons, and V12s are at the player's disposal. Every bit of firepower will be needed to survive. Employing 3-D animated effects and a cool soundtrack, *Firefall Arcade* serves up a visual and audible treat. However, it will test one's mettle—only serious trigger trippers need apply. Inline Software, Macintosh (\$49.95).

**Joe & Mac Caveman Ninja.** Ah, to return to our ancient past when an axe took care of our enemies and a good knock on the noggin got you a date. If you're pining for the prehistoric in the Fred and Barney vein, this captivating game will have you beating your chest and whooping with delight. In one- or two-player mode, the object is to hurl axes, tomahawks, fireballs and stone wheels at your enemies while picking up valuable nuggets like food and bonus points. If Joe or Mac down the chili sauce or eat a hot pepper, they'll cook any barbarian in their path. Enemies include pteranodons, electrified flying



Joe & Mac Caveman Ninja

fish, poisonous seed-spitting plants, and a giant dinosaur or other ill-tempered meanie which must be dealt with on each level to win the fur-clad babes and move on. From the “stone wheel” packaging to the comical, attractive graphics and the upbeat jungle music, this game is an entertaining delight sure to liven things up in Bedrock or wherever men still eat meat. New World Computing, IBM (\$29.95).

**Mad Dog McCree.** In the tradition of coin-op games with laser guns and video villains, American Laser Games has released *Mad Dog McCree*. Players take on the role of a no-name stranger (*a la* Clint Eastwood's vintage character) who comes in to rid a western town of the tyranny of the title villain, McCree himself. To do so, the game shuttles the player through first-person gunfight after first-person gunfight. The good news is that the scenes are reasonably well acted and have enough randomness that one cannot merely memorize every sequence and move quickly through the game. Some of the stunts are as good as those we've seen at Universal Studio's stunt show. The bad news is that it is a relatively short game by computer game standards (though perhaps not by multimedia standards) and the action may not be paced fast enough for the most jaded twitch and flex fans. On the IBM, it may well be the action game “for the rest of us” since the mouse makes a formidable pistol and the pace seemed just challenging enough. Unfortunately, the Genesis and 3DO controllers seem sluggish in comparison and reduced the enjoyment of the overall experience. Ameri-



Mad Dog McCree

can Laser Games, IBM with CD-ROM, SegaCD and 3DO (\$59.95, \$54.95, \$59.95).

**Metal & Lace.** Anime fans, as predominantly male as action-oriented gamers, should appreciate some of the beautiful round-eyed females who are draped in seductive poses to provide the ambiance for this game. The game itself, however, offers merely some new spin on one of computer game-dom's oldest ideas: man-to-man or machine-to-machine combat *a la* *Karateka*, *Street Fighter*, *Bad Dudes*, *Budokan*, *Tongue of the Fat Man* and a cast of thousands. The spin is that there is something of a role-playing wrap around the arcade sequences (interaction in a sleazy bar, complete with bimbos and a place to pick up new weapons) and that the combatants are not men. Indeed, these are female ‘mechs (Robo-Babes in the game's fiction) out of another Japanese tradition—the robotic warrior sagas. Megatech, IBM (\$49.95).

**Rebel Assault.** May the Force, and a CD-ROM, be with the *Star Wars* fan this holiday season. In this game of hot n' heavy joystick action, LucasArts uses actual music and digitized footage from the *Star Wars* films and 3-D rendered graphics to put on one of the



Rebel Assault

hottest sight-sound shows to be seen from a CD-ROM game. The player will don a Rebel flight suit and blast his or her way through 15 different action-oriented sequences: navigating the hairy canyons of Beggar's Canyon, weaving through an asteroid field with TIE fighters in pursuit, making a suicide attack on a Star Destroyer, and blasting through the Stormtrooper-infested hallways of a Rebel base, among others. In terms of game play, it is very simplistic and is reminiscent of early laser disk coin-ops—but what a show! LucasArts, IBM with CD-ROM (\$69.95).

**Shadowcaster.** As described in *CGW* #111, *Shadowcaster*'s 3-D “in-your-face” graphics make this game a “must play” for every hack and slasher. Player characters get to morph into six different creatures (with differing attacks and strengths) in order to fight some of the most fascinating monsters ever to grace



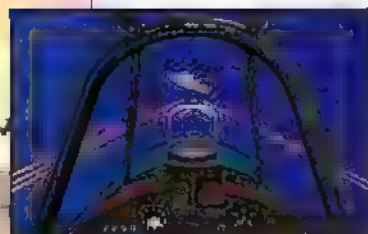
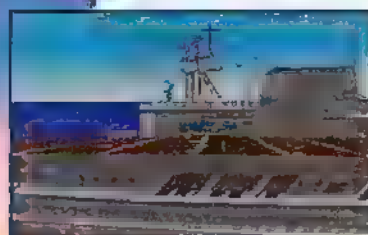
# PACIFIC

## ★ STRIKE ★

RETRACING THE MISSIONS  
OF WORLD WAR II FLYING  
ACES IS FASCINATING, BUT  
REWRITING HISTORY IS THE  
ULTIMATE CHALLENGE

In Pacific Strike, you cruise into all major battles of the Pacific theatre — Pearl Harbor, The Coral Sea, Midway, Guadalcanal, the Solomon Islands, the Marianas, Leyte Gulf, Iwo Jima and Okinawa. Now you can change the outcome of each battle and the entire war through your own successes and failures. Can you force an end to the war before the bomb is dropped on Hiroshima?

- Fly the *Wildcat*, *Corsair*, *Hellcat*, *Devastator*, *Dauntless*, *Avenger* and *Helldiver*, enjoying the astounding realism of their fully instrumented cockpits. You'll do more than practice!
- Hone your skills as you face relentless enemy pilots in *Zeros*, *Kates*, *Vals*, *Bakas*, *Betties* and more — so graphically detailed that you can even see enemy pilots and insignia.
- Prove those skills in a stunning variety of missions — grueling dogfights over the Pacific, dive bombing runs against carriers and warships (including the *Yamato*!) and challenging rocket attacks on pillboxes, airfields and other ground installations.



Actual screens may vary.  
A Stand-Alone Game  
Made in the USA

**ORIGIN**  
We create worlds

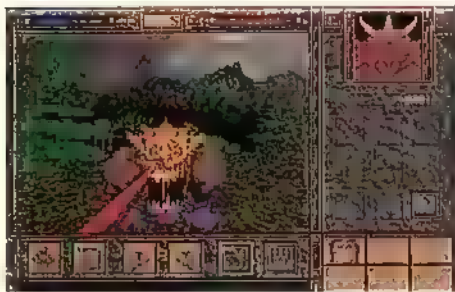
An Electronic Arts Company  
P.O. BOX 161750 AUSTIN, TX 78716

©Copyright 1993, ORIGIN Systems, Inc. Pacific Strike is a trademark of ORIGIN Systems, Inc. Origin and We create worlds are registered trademarks of ORIGIN Systems, Inc. Electronic Arts is a registered trademark of Electronic Arts.

Available at a software retailer near you or call 1-800-245-4533 for MC/Visa/Discover orders.



computer screens. When the art from Raven Software (*The Black Crypt*) is combined with the game engine from Id (*Wolfenstein 3D*, *Doom*) and the soundtrack from Origin, the result is extra special. In addition, gamers who opt to purchase Logitech's *CyberMan* (see the hardware section of this buying guide) will have an extra-special sense of being there since the input device vibrates in the gamer's hand every time the enemies score a hit. Origin Systems, Inc., IBM (\$79.95).



Shadowcaster

*Spectre VR*: Old timers might remember the classic arcade games in the tradition of *Battle Tank* and *Asteroids*. Now, these crude wire-frames that evolved into the polished prize of *Spectre* have undergone yet another evolution. This wild, polygon-filled scroller shoot-'em-up is just right for multi-player good times on IBM and Macintosh networks, as well as solitaire fun on a single computer. In this sequel product, new enemies such as slicers and smart acid pools will trouble players, but improved weaponry such as spinners, proximity mines and pulse bursts provide sufficient antidotes. Network players will be

happy to hear that up to 8 players can be accommodated in over a dozen enhanced network scenarios. Best of all, there is even a scenario editor called the VRchitect. Now you can be the master of all you survey and create levels of action that no computer could ever dream up. Velocity Development, IBM and Macintosh (\$59.95).

*Speed Racer in the Challenge of Racer X*: Imagine *Outrun* with a plot. *Speed Racer* uses the familiar characters of the popular animated series (a first experience with anime for many gamers), voice clips, and some plot devices from the television series to enhance what would otherwise be just another driving game. The mechanics have the feel of many a coin-op racing game, but there are additional features to be added to *Speed Racer's* Mach 5 racer, and scenarios built into each race, just like in the cartoon. For example, gamers accelerating through the Valley of Destruction have to find a particular opponent and push the bad guy's car into a spin-out. This action will cause a pineapple (with typical hidden jewel) to fly out of the car so that the police can arrest the international jewel smuggler/race driver. Those looking for a simulation will be tremendously disappointed. Those looking for a clever action game with a lot of nostalgic twists simply won't be able to resist. Accolade, IBM (\$59.95).

*The Geekwad Games of the Galaxy*: The evil Cybergeek has imprisoned King Wacky in a jar of jalapeno jelly, and only a geekwad can save him. Fortunately, if you buy this package, you are just the Geekwad Tsunami

is looking for. Talk to the space spoofs on the Bridge to learn how to beat Cybergeek at five arcade games and free your pickled ruler. Carl Raygun introduces you to Beefender, where flying cattle of the Bovine Liberation Organization (BLO) must be shot down in two-dimensional space. Isaac Claponclapov teaches tactics for Grogger, a tricky dodge and hop game set in a galactic carhop. A Yoda look-alike offers a shareware-style shooting game where flipping quarters at pesky solicitors makes them go away. In another game, Earth



Speed Racer

Last!, intergalactic garbage such as cigarette butts and nauseous effluent must be "bagged" to score points. Finally, Captain Major Buzz Armstrong with his six-pack support system monitors Phlegmings, the best take-off in this package. Tiny walking Phlegmings must be whacked by your spaceman with a golf club and a healthy swing, lest they gum up his spacesuit. Flicking Phlegmings can be phun, but overall *Geekwad* is a cute collection of shareware-quality games for the unabashedly imbecilic. Tsunami, IBM (\$34.95).

## ADVENTURE



Xmas trees delivered anywhere . . . "Oops!"

*Companions of Xanth*: As previewed in our July issue (CGW #108), this graphic adventure breaks new ground for Legend Entertainment. It is their first release using a parserless interface (there is a parser, but it is nearly transparent) and it is a very funny game, based on an interesting literary license. When Piers Anthony wrote *A Spell for Chameleon*, the first Xanth novel, he certainly couldn't have expected the number of forthcoming titles it would generate. Even less would he have expected that the comperition described in one of those Xanth novels would appear as a separate computer game. Based on the novel *Demons Don't Dream*, *Companions of Xanth* offers some traditional adventure game puzzles, but it also has some that cannot be solved without the help of the said "companions," characters familiar from the Xanth books themselves. Legend Entertainment, IBM (\$59.95).

*Dracula Unleashed*: When the Count says



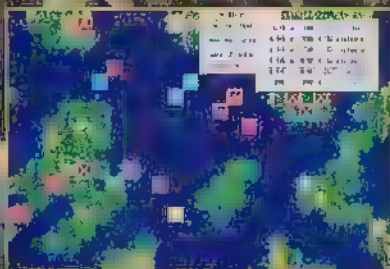
# EMPIRE *Deluxe*

The Modern Version Of The Award Winning Classic

- An Addictive Strategy War Game
- Network and Modem Compatible
- Super VGA Graphics
- Advanced Scenario Editor
- Superior Computer A.I.
- Digitized Sound Effects
- Various Difficulty Settings
- Completely Re-Playable

Now Available  
Windows  
Version  
&  
Scenario  
Pack

By Mark Baldwin and Bob Rakosky



AVAILABLE AT YOUR LOCAL SOFTWARE RETAILER OR DIRECT FROM NEW WORLD AT 1-800-325-8898  
(OR 1-815-999-0607 outside U.S.) P.O. BOX 4302 HOLLYWOOD, CALIFORNIA 90078-4302

©1992 New World Computing, Inc. and White Wolf Productions. Empire Deluxe is a trademark of New World Computing, Inc.  
New World Computing is a registered trademark of New World Computing.

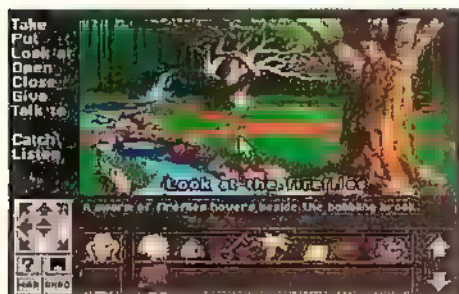
Art screens shown. Actual screens may vary.

NEW WORLD COMPUTING



he wants to neck, young damsels will end up with more than a hickey. They will, in fact, find the experience very draining. In the wake of Bram Stoker's *Dracula*, and in preparation for Halloween, Viacom New Media (formerly ICOM Simulations) has released *Dracula Unleashed*, the latest and greatest of their CD-ROM titles. Based upon the game engine employed in *Sherlock Holmes, Consulting Detective*, *Dracula Unleashed* features improved audio and video, and, for those with appropriate graphic cards, a re"vamp"ed SVGA interface. The result of these improvements can be readily seen and heard from the moment the story begins to unfold. Video clips exhibit remarkable clarity, smooth flow and precise lip sync. Acting is professional and, thankfully, believable, audio descriptions spice up the atmosphere, and on-line assistance provided by ol' Van Helsing himself (audio only) helps familiarize the player with the gaming system and available options. Gamers with a taste for the macabre will find their cravings nurtured and their fears unleashed in this interactive horror movie. Viacom New Media, IBM with CD-ROM (\$69.95).

**Fables & Fiends: The Hand of Fate.** In this sequel to *The Legend of Kyrandia*, the first title in the *Fables & Fiends* series, attention turns

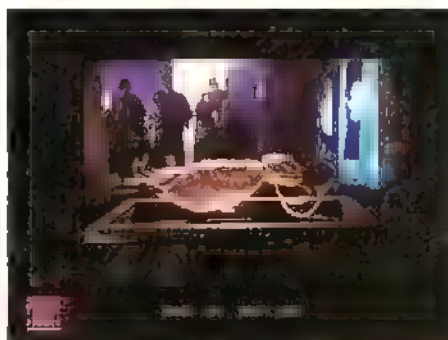


Companions of Xanth

to Zanthia, the femme fatale of Kyrandia and most impulsive of the mystics. As prominent figure in this story, Zanthia must save Kyrandia from a strange curse placed upon the land. It seems that Kyrandia is slowly disappearing, one tree, rock, and blade of grass at a time. In addition to a more involved story and tougher puzzles than faced by Brandon in the original *Kyrandia*, romance blooms forcing Zanthia to deal with the inept affections of her suitor, Marko. One can expect this visit to Kyrandia to offer significantly more challenge and play time than its predecessor. As expected, gorgeous graphics, atmospheric music and rib-tickling humor abound. Technological improvements provide more accurate scaling and more realistic lighting in this enchanting game experience

from one of the leading developers of animated adventures. Westwood Studios/Virgin Interactive Entertainment, IBM and IBM with CD-ROM (\$62.99).

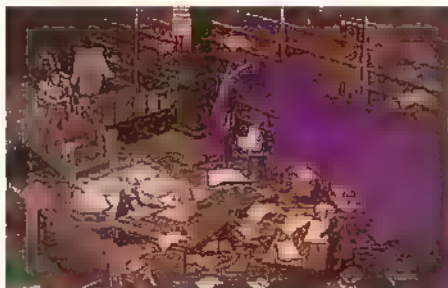
**Gabriel Knight: Sins of the Fathers.** This gaming exercise in terror is an adventure game that builds on myth, symbolism and superstition in order to pull the gamer into a dark and dramatic world. Gabriel Knight is a writer who investigates a series of bizarre murders (for the purpose of writing a novel) and discovers that there is more to both the crime and himself than he had previously considered. The dark palette of the artwork is remi-



Dracula Unleashed

niscient of a graphic novel that couldn't be approved by the Comics Code and is outstanding in setting the mood. The sound effects and music add to the intensity of the playing experience, and the conversations are richer than we can ever remember having experienced in one of Sierra's graphic adventures. Sierra On-Line, Inc., IBM (\$69.95).

**Goblins 3:** Continuing with the outrageously charming wit and cartoonish animated antics that made the first two *Goblins* titles so popular, *Goblins 3* is destined to amuse, entertain and puzzle all who step into the crazy world concocted by the French designers at Coktel. In this particular branch of the *Goblins* story, the unlikely hero is Blount, a journalist by trade and an adventurer by heart. Having always wanted to visit faraway lands, this headstrong writer and hard-headed goblin sets out for Foliandre Mountain in search of the Jewel of the World,



Fables & Fiends: The Hand of Fate



Gabriel Knight: Sins of the Father

a famous artifact thought to bestow special pleasures to the individual who will take it to his people. Watch Blount change from a weakling to a true hero as he shrinks, grows to giant size, sprouts wings and transforms into a werewolf. Bizarre fun guaranteed for the puzzle lover. Sierra On-Line, Inc./Coktel Vision, IBM (\$39.95).

**Plumbers Don't Wear Ties.** Billed as an interactive romantic comedy and coming from a new multimedia company named United Pictures, we thought that an interactive soap opera had finally hit the SVGA screen. Instead, the minimally interactive story is more like a radio play with digitized pictures. To be sure, some of the digitized pictures are of rather prurient interest, but the pacing of the digitized speech is amateurish and the interaction is much too limited. One has more of a feeling of playing a full-color version of television's National Driving Test with the verb "Dating" substituted for "Driving," rather than making a real difference in the story. United Pictures, IBM with CD-ROM (\$23.95).



Police Quest 4: Open Season

**Police Quest 4: Open Season.** Former L.A. Police Chief Daryl Gates played a leading role in designing this latest offering in the *Police Quest* series. Beginning with the brutal murder of one of L.A.'s finest, the player dons the badge of a detective on a bizarre murder case. Life as an L.A.P.D. homicide detective is no picnic: as if the bad guys weren't tough enough, the player must deal with the press, and must follow strict police procedures at all times. From the manual that reads like "the book" that officers must go by when enforc-



Advanced  
Dungeons & Dragons  
2nd Edition

FORGOTTEN REALMS

# DUNGEON HACK

**HACK YOUR WAY THROUGH THE DUNGEONS OF YOUR NIGHTMARES!**

There's only one thing better than wielding wits and weapons in a danger-filled AD&D dungeon adventure — and that's wielding them in *limitless danger-filled dungeon adventures!* Which is what you get in *Dungeon Hack*.

With the randomized dungeon generator, custom set-ups and over 4 billion possible dungeons, no two games need ever be alike!

This single-character AD&D fantasy role-playing adventure is easy to use. Generate your character from 6 races and 12 character classes (including multi-classed), select dungeon difficulty, and off you go! Auto-mapping charts your explorations with printable maps.

Passwords let you re-use favorite dungeons or let your friends generate the same dungeons in their game.

Want more? Digitized sound effects and 256-color VGA graphics make *Dungeon Hack* an experience you'll treasure — over and over again!

IBM  
COMPATIBLE  
CD-ROM  
AVAILABLE

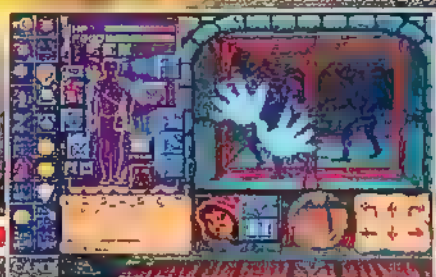


To order, visit your  
retailer or call:  
1-800-245-4525  
with VISA/MC  
(U.S. &  
Canada  
only)

© 1993 TSR, Inc.  
© 1993 Strategic Simulations, Inc.  
All rights reserved.



TSR



TSR, Inc. is a registered trademark of TSR, Inc. All other trademarks are the property of their respective owners.





**SURROUNDED BY ANTI-AIRCRAFT.**  
**HUNTED BY SAMs. EVEN MACH 2 ISN'T**  
**FAST ENOUGH. IT'S A STORY CAPTAIN**  
**DEAN PENNINGTON DIDN'T THINK HE'D**  
**LIVE TO TELL. WOULD YOU?**

**A TRUE STORY**

Kuwait, May 23, 1991. Captain Dean "D-Dawg" Pennington dives to take out an Iraqi 85mm gun emplacement below. "Flares, break left!" his wingman screams. He wrenches the stick just as a SAM explodes 10 feet behind his F-16. Anti-aircraft batteries now open up all around, engulfing him. Too low to avoid the anti-aircraft, too slow to evade another SAM, he's faced with a hopeless choice and less than a quarter of a second to make it. Lighting afterburners, he rockets to safety before they can lock on again.

**THE STANDARD BY  
WHICH OTHER FIGHTERS  
ARE JUDGED**

Captain Pennington survived on skill, nerve and the awesome

capabilities of the F-16 Fighting Falcon. Nothing, aside from a true F-16, captures the "hair-on-fire" feeling of flying America's most deadly fighter like *Falcon® 3.0*, Spectrum HoloByte's computer simulation.



**A HIGHER LEVEL OF FLIGHT**

Unlike some sims, which more closely simulate the arcade experience than the flying one, *Falcon 3.0* features a depth of play that almost rivals real

life. Like real pilots, you'll fly with a wingman, allowing you to engage in aerial tactics like bracket maneuvers.

Instead of enemies who fly in circles, *Falcon 3.0* adversaries fly according to true fighter doctrine so they're no pushovers. And Kuwait looks like Kuwait since real geographic theaters are faithfully mapped.

**NOT JUST A SIMULATION  
OF A WARPLANE  
A SIMULATION OF WAR**

*Falcon 3.0* lets you fight as part of an entire campaign. The missions you fly play a crucial role in your side's success. But they're not hard-wired. Each result affects the overall war effort—and determines your next mission. Succeed

*With Falcon 3.0, up to six players can go mano a mano. May the best man win.*



For Visa/MasterCard orders call 24 hours a day, 7 days a week: (800) 695-GAME.  
 For technical questions call (510) 522-1164 (M-F: 9AM-5PM Pacific Time).







and go on to hit the enemy in his own backyard. Fail and find the bad guys breathing down your neck.

### **FALCON 3.0 vs. MiG-29**



*Electronic Battlefield Series simulations link up. So you don't just choose your mission, you choose your aircraft. Care to fly for the other side, comrade?*

### **THE ELECTRONIC BATTLEFIELD SERIES: THE ULTIMATE CYBER-BATTLEFIELD**

Choose from multiple aircraft, multiple theaters, even which side of the conflict to fight on.

Go head-to-head over a modem or with up to six players over a network. It's possible because each *Electronic Battlefield Series* title works with the others, from *MiG-29™* to the upcoming *F/A-18* simulation. There's even a multi-

media guide to air-to-air combat called *Art of the Kill™* to help you fly like an ace. It all starts with *Falcon 3.0*.

The simulation for people who want to fly the not-so-friendly skies.

## **Spectrum HoloByte**



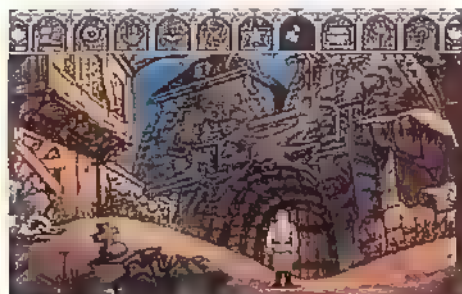
## **ELECTRONIC BATTLEFIELD SERIES**

**The fight of your life.**



ing the law, through mandatory weapon qualifications, to visiting actual police "hang outs," and dealing with the citizens and scum of L.A., one finds a remarkable degree of work-a-day police realism as a result of Gates' contributions. Set in a new, enhanced game engine with marvelous digitized backgrounds, this game may be more appealing than True Crime television. Let's just be careful out there.... Sierra, IBM and IBM with CD-ROM (\$69.95 floppy; \$79.95 CD-ROM).

**Quest for Glory IV: Shadows of Darkness:** Fans of Lori and Corey Cole's award-winning *Quest for Glory* series will be pleased to know that *Shadows of Darkness*, their fourth *Quest for Glory* game, will soon be out on store shelves. This latest title, an unusual combination of the animated adventure and role-playing genres, takes gamers to a mythical Transylvanian valley on a quest to rid the land of evil and face the Dark One himself. Prior to that encounter, however, players will have to survive a realm filled with the undead, wraiths, vampires and grotesque monsters



Quest for Glory IV: Shadows of Darkness

(including a rabbit reminiscent of the furry little beast from *Monty Python and the Holy Grail*). In the role of either a fighter, magic user or thief, the player must fight, conjure or steal their way to success. *Shadows of Darkness* features an improved icon bar with more available options, an upgraded arcade combat system, and the ability to import one's hero from previous games or begin anew. Three skill levels allow gamers to adjust play to their liking in this adventure designed to provide a unique blend of dark suspense and light humor. Audio and graphics are traditional Sierra quality, employing a style that lends interesting substance to this supernatural game world. *Quest for Glory IV: Shadows of Darkness* looks to be another award winner. Sierra, IBM (\$69.95).

**Return to Zork:** As previewed in CGW #112, the familiar environs of the Great Underground Empire have been transported to a world of live-action video. The game sports an innovative pop-up interface and some



Sam & Max Hit the Road

rough, but often illogical puzzles. The game is divided into three different sections, but the largest and most important one is the Great Underground Empire itself. Players, as the unnamed adventurer(ess), must discover the reason behind the disappearance of the populace of West Shanbar. Both the floppy disk version of the game and the CD version sport marvelous images and special effects (particularly when played with the *Reel Magic* board from Sigma Design), but the CD really shines with an excellent original score performed by an actual, rather than synthesized, orchestra. Activision, IBM, IBM with CD-ROM (\$79.95).

**Sam & Max Hit the Road:** LucasArts had to change their philosophy about interfaces in order to make this game work. Sam & Max are two talking animal detectives in the weird and wonderful world of comic artist Steve Purcell. Purcell is the artist that LucasArts taps most often when they need some kind of odd physical comedy, but his comic books are also noted for a sardonic wit extraordinaire. Since part of the fun of the comics is being surprised by the witicism of Sam & Max the talking dog and rabbit, the designers opted not to use pull-down menus of typed out conversational gambits. Instead, players choose the general attitude that Sam and Max will show in a conversation and the wise remarks tumble out faster than BBs from an overturned carton. In addition to presenting the largest characters placed on-screen in a LucasArts graphic adventure, the game features a pop-up interface so that the entire screen is used for animation. In graphic adventure tradition, Sam & Max are directed



Simon the Sorcerer

from location to location solving puzzles as they go, but these are locations right out of our childhood memories. Anyone who has ever read the enticing billboards for tourist traps will be able to identify with such exotic attractions as the combination alligator farm and miniature golf course, or the world's largest ball of twine. To top off the humor, the game features some zany (optional) arcade sequences for the eye-hand adept. LucasArts Entertainment, IBM (\$59.95).

**Simon the Sorcerer:** Start with a spellbook and a large cauldron filled with swamp water. Mix in a dash of *Altered Destiny*, add a smidgen of *Legend of Kyrandia*. Then, blend in a large portion of *The Secret of Monkey Island* topped off with a hint of *Waxworks* and mix well. The result? *Simon the Sorcerer*, a wacky, tongue in cheek quest about an adolescent out to save a magical dimension from an evil wizard. With humor most closely resembling that of LucasArts' *Monkey Island*, *Simon the Sorcerer* features a rich world of tasty puzzles



Star Trek: Judgment Rites

designed to test the wits of the most astute adventurer while keeping the humor level turned up to maximum. Attractive graphics, lifelike animation and a catchy soundtrack draw the player into this tale of a boy and his dog as they cross dimensions to meet beer-swilling trolls, werefrogs, a company starved swampland, and more. Playing *Simon the Sorcerer* is guaranteed to bring a touch of joy to the holidays. Activision, IBM (\$49.95).

**Star Trek: Judgment Rites:** Once again it's time to boldly go where no one has gone before. Interplay's sequel to their first *Star Trek* adventure, *Judgment Rites*, is like its predecessor, with eight episodes in the tradition of the classic television series. Each episode consists of a specific mission requiring the usual dose of puzzle-solving in order to progress. Further, all eight episodes are part of one overarching plot which becomes increasingly apparent as the player reaches the game's conclusion. Space combat also plays an important role in *Judgment Rites*, as it did before. Fortunately, though, those "enterprising" folks at Interplay have increased



WING COMMANDER

# PRIVATEER

THE WAR AGAINST THE KILRATHI RAGES ON.

TO SOME, IT MEANS DEATH, SLAVERY OR DISHONOR...

TO OTHERS, IT'S THE CHANCE TO MAKE A QUICK BUCK.

- ▶ Make your own alliances and choose the life of a pirate, merchant or mercenary. You accept your assignments from the Mission Computers, Mercenary's Guild, Merchant's Guild or the nefarious fixers that inhabit every bar.
- ▶ Customize your ship according to your needs and budget—you can modify weapons, armor and other systems. And you'll need them, because your enemies want more than just a new kill, stowed on their prow—they want your cargo too.
- ▶ Upgrade your ship from your grandfather's old *Tarsus* scout to the sleek *Centurion* fighter or *Orion* gunship—combat plays a vital role no matter how you decide to earn a living.
- ▶ Explore a complete universe with more than 60 bases and planets in almost 70 systems—agricultural planets, merchant colonies and mining bases.

**PRIVATEER** • WHERE DEALS ARE MADE WITH A HANDSHAKE  
AND BROKEN BY A VOLLEY FROM A MESON CANNON.

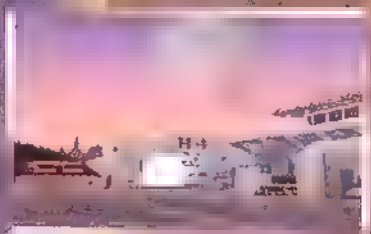


**ORIGIN**

*We create worlds.*

An Electronic Arts Company

P.O. BOX 161750 AUSTIN, TX



Actual screens may vary.  
A Stand-Alone Game  
Made in the USA

Privateer is a trademark of ORIGIN Systems, Inc. Wing Commander, ORIGIN, and We create worlds are registered trademarks of ORIGIN Systems, Inc. Copyright © 1993 ORIGIN Systems, Inc. Electronic Arts is a registered trademark of Electronic Arts for IBM PC and 100% compatible systems.

Available at software retailers near you or call 1-800-245-4525 for MC/Msa/Discord orders.



playability by allowing gamers to select a combat difficulty level equal to their space fighting prowess and interest: Federation Cadet, Cadet Graduate, or Seasoned Veteran. In addition to the elements that made *Star Trek: 25th Anniversary* so entertaining, are the inclusion of new, detailed artwork, fresh musical scores, more sound effects from the original series and improved game interaction through an enhanced icon interface. Those who enjoyed their initial "trek" with Interplay will certainly find *Judgment Rites* a nostalgic and entertaining experience, especially so with the digitized voices of the original cast members—Kirk, Spock, Bones, Uhura, Sulu, Chekhov and Scotty. Romulan Warbirds, Klingon Battle Cruisers and Elasi Pirates beware! Interplay Productions, Inc., IBM (\$59.95).

**The Beverly Hillbillies.** "Come and listen to my story 'bout a man named Jed, a poor mountaineer barely kept his family fed. And then one day he was shootin' at some food..." and Capstone stepped into licensing crude. Spoils, that is. Properties, movie rights. Capstone has added yet another license to their stable with the computer rights to Twentieth Century Fox's *The Beverly Hillbillies*. In this new action adventure based upon the movie of the same name (featuring the whole Clam-pett clan of Jed, Ffly May, Jethro and Granny), the player assumes the role of ol' Uncle Jed himself. From Bugtussle to Beverly Hills, Jed must take his family from scimmin'



The Beverly Hillbillies

oil in the nearby swamp to swimmin' in the cement pond, collecting a heapin' helpin' of inventory items along the way. Incorporating a very simplistic graphic interface, modest VGA graphics, a tolerably passable audio soundtrack and predominantly banal puzzles, *The Beverly Hillbillies* is definitely a light duty action/adventure romp. Though the neophyte or occasional adventurer may find it his jug of moonshine, serious adventurers should look elsewhere for their requisite dose of questing entertainment. Capstone, IBM (\$34.95).

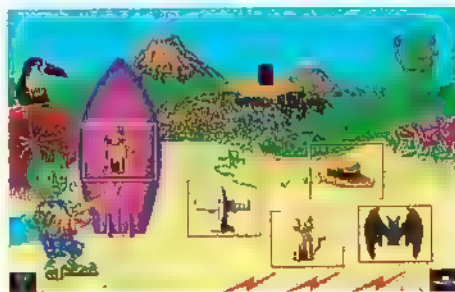
## CHILDRENS



"Hi! him again, Santa — he's still wigglin'!"

## SOFTWARE

**Electronic Reading Land.** The first in D.C. True's early learning products series, *The Jimi Learning Experience, Electronic Reading Land* teaches children 3 to 7 years old how to read. Hosted by Jimi, a fully animated learning guide and partner, this edutainment program incorporates digitized speech (over 500 words), animated graphics, music by Jimi Hendricks and a host of activities designed to make the process of learning to read a fun and exciting experience. Emphasis is placed upon building phonic skills, nurturing reading independence, and developing letter sound correspondence and phonemic awareness. While not up to Sierra's titles in graphic splendor, *Electronic Reading Land* is still graphically appealing, especially to its target audience. Audio and visual feedback to the learner is effective, emphasizing pronunciation and spelling skills. An on-line Parents and Teachers Guide completes the package, providing direction and assistance to those directing the learning process. In all, *Electronic Reading Land* looks like a fun way to get early readers hooked on phonics. D.C. True, Ltd., IBM (\$49.95).



Electronic Reading Land

**Fatty Bear Fun Pack.** There is no better mediator between an aspiring youngster and a computer than Fatty Bear. This cherubic teddy talks in a compelling cartoon whisper that kids can't help but listen to. In this



Fatty Bear Fun Pack

package, he's playing games with the 3-8 year old set and interacting in courteous, patient and amusing ways at all times. The games include Reversi, Tangrams, Go Fish, Lines & Boxes, and a Paint Set that will have your child experimenting with colors for endless hours. Fatty Bear has always delivered top entertainment value for the dollar, and this little game pack is no exception. Humongous Entertainment, IBM, IBM with CD-ROM, Macintosh and 3DO (\$44.95).

**Kid Keys.** New from Davidson & Associates is *Kid Keys*, the "Magical Typing Tutor" that brings the keyboard to life. Unlike many other typing tutorials, *Kid Keys* was specifically designed with children in mind, employing large, easy to read type and stressing accuracy over speed. Three different activities assist kids to progress from learning key posi-



**Most People  
Can't See a  
Single Reason  
to Try Something  
Besides SimCity.**

**We See 2000.**

Coming this Christmas.



Circle Reader Service #94



# IT'S ALL IN

Sources indicate that a rival syndicate has developed a dangerous new computer program, and our research boys want it. Your mission: build Company Agents using cybernetic implants and hi-tech weaponry. Utilizing action, strategy

or a lethal mix of the two, you can infiltrate fifty remarkably de-



tailed futuristic cities, each 'alive' in real-time.

## SYNDICATE

To confiscate a copy of Syndicate, visit your local software retailer, or call toll-free

1-800-248-4524.

Available for the IBM

PC and compatibles.



Eliminate the Neoligans. Take control of the city. But expect maximum resistance.



# YOUR HEAD.

DATADISK NOW AVAILABLE

NEW MISSIONS  
SUPPORTS NETWORK PLAY  
NEW WEAPONS

A

T

E



Circle Reader Service #63



rions to typing smoothly and accurately. Using high resolution VGA graphics, digitized speech and sound effects, "Helping Hands" to show exact finger placement, and entertaining animations, *Kid Keys* encourages children to learn a skill that will benefit them for the rest of their lives. Davidson & Associates, IBM (\$49.95).

**Lenny's MusicToons.** Children young and old alike will be making music and having a blast with this new musical software package from Paramount. Designed to inspire musical expression, *Lenny's MusicToons* features six musical playgrounds filled with animated



Mathology

cartoon characters that provide gaggles of on-screen antics. All the action begins in Lenny's fun room where almost every item provides some interactive entertainment. Birds fly, fish swim, and Lenny eats sweets while he watches PTV (Penguin TV). Definitely a "kideriffic" piece of software. Paramount Interactive, IBM with Windows and CD-ROM and Macintosh with CD-ROM (\$59.95).

**Mathology.** It's 500 B.C. and the gods are not smiling. The evil god Apathy and his minions have led the world into the "Age of Darkness." Now, only a carefully chosen champion can help Zeus thwart the plans of Apathy by learning the "Numbers of Light" and finding the "Gems of Wisdom" necessary to bring this evil age to an end. The player as "chosen one" must do his or her part to defeat Apathy in this educational math-oriented action-adventure set in ancient Greece. Unfortunately, after releasing a truly brilliant social studies title in *The Lost Tribe*, Lawrence's *Mathology* leaves much to be desired. Though the concept of honing math skills in this action style gaming environment does have merit, a clumsy interface and only mediocre presentation make this title's value questionable. Though development of critical thinking and mathematical understanding are stressed, they are so obscured by the trappings that one questions the learning benefit to be gained. As it stands, with other quality programs available to encourage youngsters in developing their math skills, picking up a



Mind Castle: The Spell of the Word Wizard

copy of *Mathology* just doesn't add up. Lawrence Productions, Inc., IBM (\$49.95).

**Mind Castle: The Spell of the Word Wizard.** Lawrence Productions have found a more amusing way to take a vocabulary test and, like a swarm of birds, kids will [gaggle] [fly] [flock] to play it. When one stumbles upon a demented wizard during the game's prologue, it is a quick matter to be turned into a frog and sent on a two hour excursion into proper vocabulary through the five levels of play offered in this game. Each puzzle within the castle takes a pre-set number of minutes and deducts them from the two hour "clock," but since the game is not played in real time, youngsters ages eight and up can always consult a dictionary or their parents for grammatical guidance. While the game is not particularly ingenious in story or presentation, it is solid stuff that young wordmongers may flock to. Lawrence Productions, IBM and Macintosh (\$59.95).

**Peter Pan: A Story Painting Adventure.** Perhaps the most distinctive in the line of EA\*Kids games, *Peter Pan: A Story Painting Adventure* is a cross between a graphics adventure and exploratory software. The cute little paintbox at the bottom of the screen serves as



Peter Pan: A Story Painting Adventure

both an iconic command line interface and help screen. As Peter progresses through the world in a series of beautifully animated sequences, he occasionally runs into problems. Children choose from the animated icons in the paint box to solve puzzles and help Peter out of his difficulties. Game play is simple, the concept is well-executed, the graphics are better drawn (by experienced Hungarian ani-

maters) than many animated cartoons, and the overall effect is a delight. Electronic Arts, IBM, IBM with CD-ROM, Macintosh, Macintosh with CD-ROM, 3DO (\$49.95).

**Putt-Putt Goes to the Moon.** With even more delightful sounds and animation sequences than its successful predecessor, *Putt-Putt Goes to the Moon* is edutainment with an accent on entertainment. It seems Putt-Putt was visiting the fireworks factory when he reenacted an old line from *The Honeymooners* ("To the moon, Alice!") because the wrong lever is pulled at the wrong time. It's the right time for gamers, though, because this game teaches cooperation (via a lively animated lunar rover) and introduces a new crop of animated supporting characters that will run



Putt-Putt Goes to the Moon

through the entire product line. Young children will learn about the solar system and improve their math skills while engrossed in the graphic adventure aspects of this puzzle-solving and exploration game. Humongous Entertainment, IBM, IBM with CD-ROM, Macintosh, 3DO (\$54.95).

**The New Kid on the Block.** A collection of interactive poems, *The New Kid on the Block* brings poetry alive for children ages 6 to 12. Clicking on the various words and phrases results in on-screen antics that coincide with the selected word. Clicking on "liver" causes an on-screen youngster to turn a yucky purple. Clicking on the word "porcupine" causes a group of porcupines to "fling" their needles. Seventeen poems by Jack Prelutsky are featured in this wacky and occasionally wicked animated poetry book. Children can choose to read the poems themselves or have them read aloud. A "Let Me Play" mode allows kids to explore language on a word-by-word basis. Included poems are "My Dog, He is an Ugly Dog" and "Forty Performing Bananas." Broderbund Software, Inc., IBM with Windows and CD-ROM and Macintosh with CD-ROM (\$39.95).

**The Selfish Giant.** Following Shelley Duval's *It's a Bird's Life*, Oscar Wilde's *The Selfish Giant* arrives as Sanctuary Woods' second



COMMIT TO ★ EXCELLENCE™  
**FRONT PAGE SPORTS**

**IT'S MINUS 25 DEGREES,  
 WINDS ARE HOWLING AT 45 MPH  
 AND THERE'S TWELVE FEET  
 OF SNOW ON THE GROUND.**

**FOOTBALL ANYONE?**

That's right. Football. Yeah, in this weather. What are you a wimp? This is how football was meant to be played.



Front Page Sports: Football Pro is the

real thing. For the die-hard fan who lives for Sunday afternoons and can't stand the thought of the off-season.

You're not just coach for a day. You run the whole league for the

whole season with real NFL rosters and stats.

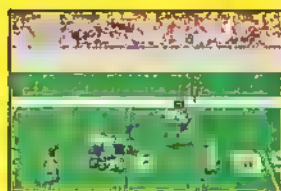
You're in charge.

You're the coach so you control everything, from designing your own plays to signing free agents and making trades.

There's even a college draft! Sub in and out whenever you want. Design

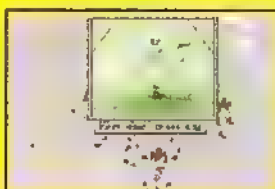
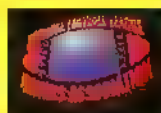
uniform colors.

This is your chance to prove you can coach your way out of a paper bag. So pick



your team, call the plays, and watch your players spin, flip, dive and risk career-ending injuries.

Front Page Sports: Football Pro. So real, you'll wish you were wearing a helmet.



**FOOTBALLPRO**

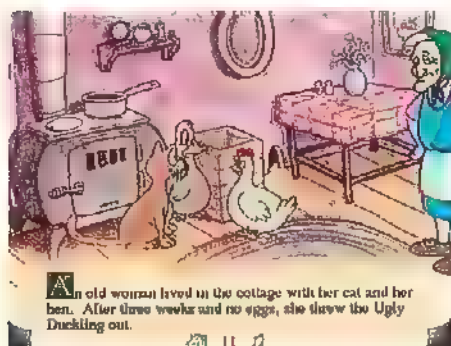
Available at retail for IBM/compatibles.  
 Or call 1-800-757-7707.

**Dynamix®**  
 PART OF THE SIERRA FAMILY



title in their I-tales collection of interactive storybooks. Created for children 3 years old and up, *The Selfish Giant* combines the well-known fairy tale with the benefits of multimedia—colorful graphics, animation, story narration, fun songs and games. An interactive coloring book, a castle builder, and a face creation activity supplement the story. Sanctuary Woods, IBM with Windows and CD-ROM and Macintosh with CD-ROM (\$39.95).

***The Tortoise And The Hare:*** It's an age-old tale, but it's as fresh as ever in the loving hands of Broderbund's Living Books group. Simon the Crow tells Aesop's tale of the value of hard, steady work over procrastination and hurriedness. The program has two modes: one that reads the book to the child, and one that lets the child explore the dozens of animations sprinkled around each page of the story. The animation and sound effects are marvelous, and the young reader will find a ton of giggles in all of the point-and-click silliness. Besides encouraging kids to read, the books will help develop written word-to-spoken word associations, as kids can click on individual words in the story to hear them read aloud. For readers ages 3-8. Broderbund, IBM and Mac with CD-ROM (\$39.95).



The Ugly Duckling

***The Ugly Duckling:*** Hans Christian Andersen's "The Ugly Duckling" has been a child-pleaser for many generations. Now, children can enjoy Shannon Gilligan's beautifully animated computer adaptation. Packaged with a cute stuffed duck, *The Ugly Duckling* offers children hours of entertainment while helping them develop their reading skills. In addition to over 500 animations and sounds, three songs have been provided for sing-along purposes. From the Ugly Duckling itself to marching ants to flying books and slithering sea monsters, *The Ugly Duckling* is all it's "quacked" up to be and a fine first effort for this young company. Morgan Interactive, IBM with Windows and CD-ROM and Macintosh with CD-ROM (\$49.95).



Victor Vector & Yondo.  
The Last Dinosaur Egg

***Victor Vector & Yondo: The Last Dinosaur Egg:*** The second installment in the *Victor Vector & Yondo* series of I-ventures, *The Last Dinosaur Egg* continues the interactive comic book adventures of our hero Victor Vector and his faithful pooch Yondo. As field agents of The Museum of Fantastic Phenomena, this digital duo is given the task of traveling through time in search of ancient, eerie artifacts. The current assignment: save the dinosaurs from extinction by visiting the Triassic, Jurassic and Cretaceous eras, and retrieving the last dinosaur egg. There are, however, those who wish to stop these heroes from achieving their goals. In addition to dealing with enormous, deadly creatures of the past, Victor & Yondo must also escape the clutches of arch-rival RAM Axis. Will the villain prevail? Will the last dinosaur egg be saved? Will Victor meet the gorgeous Delta Mode, a beautiful female time traveler? Tune in next week. Sanctuary Woods, IBM with Windows and CD-ROM and Macintosh with CD-ROM (\$39.95).

***Victor Vector & Yondo: The Hypnotic Harp:*** *The Hypnotic Harp* is Sanctuary Woods' third I-venture in the *Victor Vector & Yondo* series, and it offers yet more interactive comic book action as Victor and Yondo head back to the exciting days of Nero's Rome. Of course, there won't be time for fiddling on this mission as our intrepid heroes seek to recover Nero's harp for The Museum of Fan-



The Tortoise And The Hare

tastic Phenomena. Complete with accurate historical data on ancient Roman culture, *The Hypnotic Harp* will have kids eight and older cheering for the artful adventurers while they confront deadly gladiators, evade savage lions, and compete in a chariot race, all from the safety of their computer desk. Sanctuary Woods, IBM with Windows and CD-ROM and Macintosh with CD-ROM (\$39.95).

***Video Jam:*** This amazing, easy-to-use program enables kids or grown-ups to make their directorial debut with their own animated mini-movies. Production proteges select from more than 50 cuts in six categories of music including rock, classical, rap, international and others. Then they can audition and hire from more than 40 wacky cartoon char-



Video Jam

acters—animals, frontier westerners, stone-age rockers, ghouls, sea creatures, etc. Next, grab one of the 27 Hanna-Barbera styled background scenes: tribal village, western town, moonscape, underwater world, haunted houses, and a selection of wild phantasmagoric sets with undulating light shows. With music, actors and scene selected, directors head into the studio to "film" action with easy control over movement, props and "magic" special effects. A setting even directs characters to move to the beat. After filming, directors can save their work to play it back for friends and family. The program includes five sample videos to give kids an idea of what they can create. *Video Jam* is an adorable, entertaining creativity tool that kids 8 and up should take to like little Fellinis. Teacher's Editions are also available. Electronic Arts, IBM (\$49.95).

***Word Tales:*** Milo, a child-friendly alien, has landed with one goal in mind—teach children ages 4 to 7 how to read. With a focus on initial letter sounds and vocabulary building, *Word Tales* offers entertaining animations and music combined with interactive fun and games to reinforce the learning process. Simple enough for children to use on their own, *Word Tales* is filled with fun and surprises. Time Warner Interactive Group, IBM with Windows and CD-ROM and Macintosh with CD-ROM (\$59.99).



# R O L E



"HAH! Missed me!"

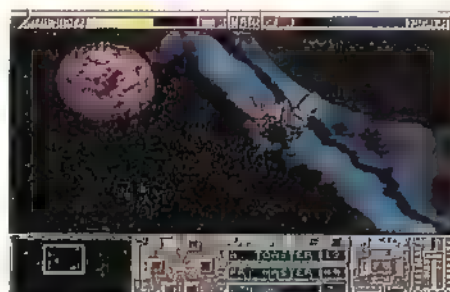
# P L A Y I N G

**Bloodnet:** The Prince of Darkness is back and, of course, he wants your blood. But he wouldn't mind sucking your data, too. Two literary genres, gothic vampire tales and cyberpunk, collide against the dark and surreal backdrop of 21st Century New York. Players of this role-playing adventure will jack-in to the cyberdeck of Ransom Stark, a down-and-out freelance hack who becomes enmeshed in a vampire-lord's plot to control cyberspace and the world. Cyberpunk role-players may fry their wetware over the rich character generation system (like *Ultima IV*, it uses the answer to "ethical dilemmas" to determine a player's character), extensive skill system, and broad array of future-tech toys (decks, moddies, smart drugs, bio-weapons). The graphics, including the odd interpretation of cyberspace, are wonderfully bizarre, and the fiction has a very hard edge. Pop the nootropics, cowboys, break out the dog-eared Gibson & Sterling, and prepare yourselves for what might be the best simulation of our Dark Future this side of Chiba City. MicroProse. IBM (\$69.95).



Bloodnet

**Command Adventures: Starship:** Will there still be heroes in the year 2127 Galactic Standard Time? Will the galaxy be open for exploration and exploitation? Or, will pirates rule the spaceways? *Command Adventures: Starship* has the answer to these nagging questions and more in a game specifically designed for those who prefer their CRPG dishes served up cold (remember, in space no one can hear you freeze). The Galactic Wars are now over, but much danger still awaits those bold enough to traverse the distant reaches of space. Yet, all that's required to seek one's fortune is a sturdy ship, a capable crew, and a

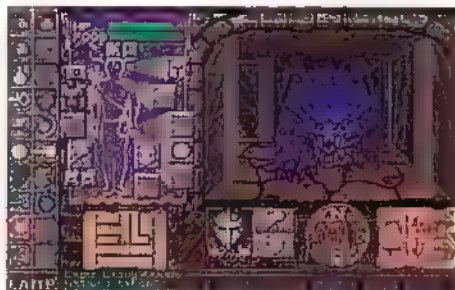


Command Adventures: Starship

good blaster at one's side. Featuring outstanding CD quality audio (with up to eight digital sound effects played simultaneously), first rate graphics and animation, and a rich blend of strategy, action and role-playing elements, *Command Adventures: Starship* offers the role-player an atmospheric and engaging experience. Real-time space and ground combat, multi-layered parallax scrolling, random universe generation, and a massive contin-

gent of configuration options will keep galactic commanders busy for eons. Merit Software, IBM (\$69.95).

**Dungeon Hack:** The latest first person perspective CRPG from SSI is *Dungeon Hack*, a *Forgotten Realms AD&D* product using 2nd Edition rules. Unlike most first person perspective dungeon romps, *Dungeon Hack* is of the single character variety. Also unlike similar products, this game is highly customizable. A random dungeon generator enables gamers to generate countless dungeon levels, and so while the goal is always the same (finding and destroying the evil overlord), each game is unique. Gamers can specify the number of dungeon levels, the difficulty setting, and the number of monsters, traps, puzzles and other surprises. Each dungeon also produces a seed number that can be given to friends so that they can generate the same dungeon. Monster totals and player skills tallied at the end of the game allow for dungeon competitions among the more competitive players. Featuring fully animated 256-color VGA graphics, auto-mapping with printable maps, and major sound card support, *Dungeon Hack* is sure to spawn a revived interest in dungeon hacking and slashing. DreamForge Entertainment/SSI. IBM (\$59.95).



Dungeon Hack

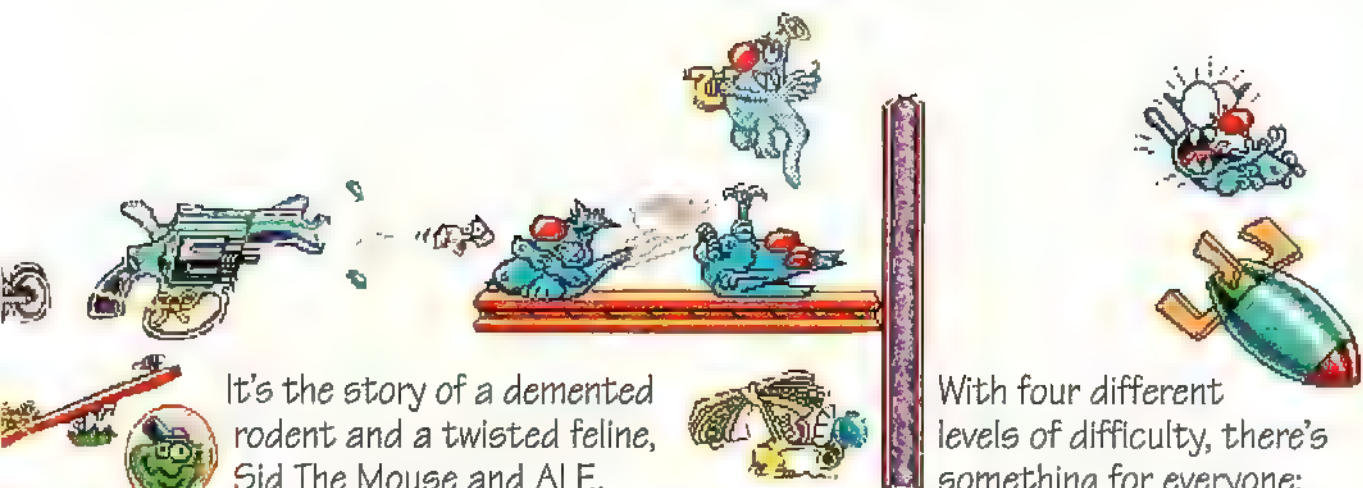
**Interplay 10th Anniversary Anthology:** Interplay celebrates its "Tin Anniversary" with a silver disc of 10 games—one from each year of their publishing history. The disc has some real classics, including two *CGW* Hall of Fame games. The much-loved *Wasteland* transports players to the post-holocaust deserts of the American Southwest. Heavy firepower and judicious use of an excellent skill system are the only hedge against becoming vulture chow. The multiple solutions of puzzles and the detailed story of *Dragon Wars* earned it a special place in role-players' hearts. Also, *Bard's Tale* will provide enough hardcore hack n' slash and devious dungeon layouts to keep the RPGer in the dark all winter long. Among the other products are *Star Trek: 25th Anniversary*, *Lord of the Rings Castles*, *Battle Chess*, *Mindshadow* (an all-text



IT'LL BLUR  
YOUR VISION.  
MAKE YOU DIZZY.  
WARP YOUR MIND.  
AND IT'S  
PERFECTLY LEGAL.



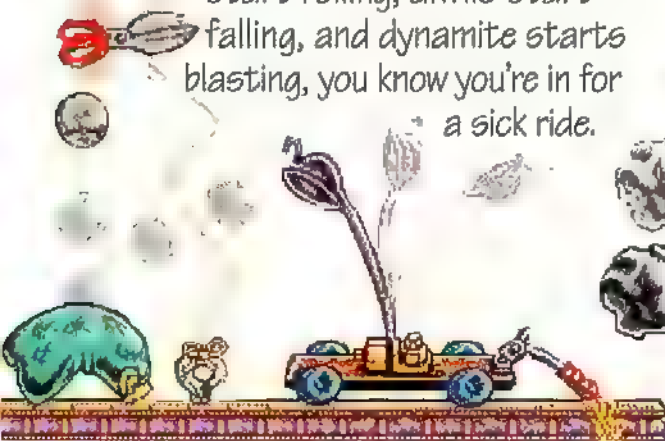




It's the story of a demented rodent and a twisted feline, Sid The Mouse and Al E. Cat, who splat, crash and blast their way through over 80 loony Rube

Goldberg-style puzzles and over 75 mind-bending Toons parts including hairdryers, hat pins, and anvils.

Welcome to Sid and Al's Incredible Toons™. Following in the footsteps of its award-winning predecessor, The Incredible Machine™, Toons seems harmless enough. But once the boulders start rolling, anvils start falling, and dynamite starts blasting, you know you're in for a sick ride.

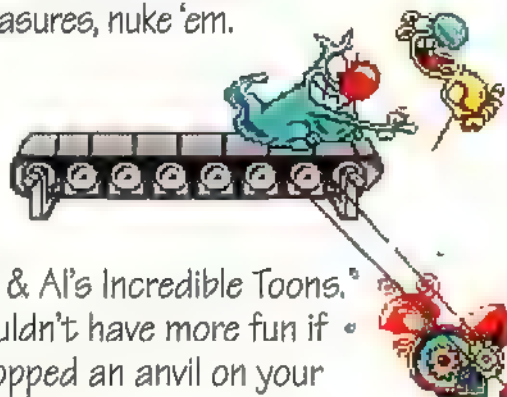


With four different levels of difficulty, there's something for everyone:

Cake Walk. All Braun/No Brain. Really Really Hard. Or Loony Bin. There's even a Home Toons Mode so you can make, save and trade your maniacal cartoons with all your deranged friends.



And if Sid and Al start getting out-of-control, just flush 'em. Or, when the situation calls for drastic measures, nuke 'em.



Sid & Al's Incredible Toons. You couldn't have more fun if you dropped an anvil on your own head.

**Dynamix**  
PART OF THE SIERRA FAMILY

Available at retail for IBM/compatibles. Or call 1-800-326-6654.

™ OR © ARE TRADEMARKS OF, OR LICENSED TO DYNAMIX, INC. WINDOWS IS A TRADEMARK OF MICROSOFT CORPORATION © 1993 Dynamix, Inc.



adventure), and *Tass Times At Tone Town* (a very hip graphic adventure that received too little attention in its day.) This is an excellent value for those who want to fill their game library with classic designs of days gone by. Interplay, IBM with CD-ROM.

**Nomad:** Part of a wave of action/strategy/adventure games based on space trading, *Nomad* places the gamer in the position of a hand-picked Earth Special Intelligence agent who has been volunteered for a Top Secret Level One mission. It seems that Earth is at a significant disadvantage. Ever since making contact with extra terrestrials, Earth has been on a technological slide downward, being unable to manufacture starfaring spacecraft. However, with the recent discovery and re-

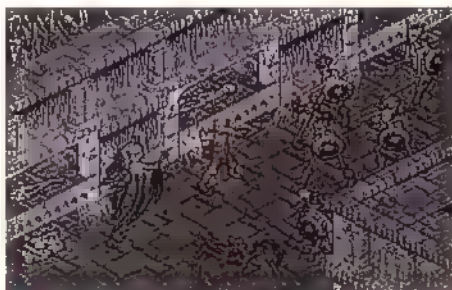


Nomad

pair of a crashed alien vessel, Earth now has the ability to launch advanced intelligence gathering missions. More than a role-playing title alone, *Nomad* offers up an additional mix of action and strategy elements in the tradition of epic star exploration games of the past (*Starflight* and *Star Control 2*). Don your helmet and strap in for action. This mission

will not be an easy one. Gametek, Inc., IBM (\$39.99).

**Ultima VIII: Pagan:** It's the land that's named "Pagan," not what's going to happen to the Avatar. Or is it? In the latest game in computerdom's most epic series, Lord British removes the Avatar from Britannia proper and presents an entirely new series of challenges. The characters are larger, animation is



Ultima VIII: Pagan

more fluid (using the most "cels" per movement in the business). The emphasis has shifted from a party-of-characters mentality to an individual-in-conflict mentality, and the combat has more of an action feel than a traditional CRPG atmosphere. Origin Systems, Inc., IBM (\$79.95).

**Warriors of Legend:** Possessing the look and feel of Virgin's earlier releases *Spirit of Excalibur* and *Conan The Cimmerian*, *Warriors of Legend* focuses less on the strategic element and more on role-playing. The same episodic format is employed, offering seven segments of play as one's band of four characters (a warrior, thief, wizard, and archer) sets out to battle the vile Black Circle and

their ultimate nemesis, the God of Snakes. Those who enjoyed the previously mentioned titles should enjoy this light-duty CRPG. Seasoned veterans should let this title slither by. Virgin Interactive Entertainment, IBM (\$29.99).



Warriors of Legend

**The Shadow of Yserbius:** This classy come-on for the popular ImagiNation Network (INN) takes the fantasy role-playing games of *Yserbius* and *Twinion* and drops them into one box. As far as the genre goes, these games offer standard fare, although the rate at which players earn gold and experience points is downright Carter-esque in its excesses. No matter, the object of this game is to delve into ten levels of the off-line game, and then use the one month, free usage certificate to explore the on-line game. Players will then discover what *real* computer role-playing is all about, as they team up with other members from around the country in live, interactive sessions. There's nothing like slayin' monsters and grabbin' gold with good friends. Sierra, IBM (\$59.95).

**Caesars World Of Boxing:** Imagine a game with managerial strategy, customized boxing characters, rotoscoped boxing action, and video-taped film footage of ring girls between rounds. If it sounds a lot like Data East's *ABC's Wide World of Sports Boxing* with a few more bells and whistles, that's because it is essentially the same design. Players get to design their boxers, promote individual fights through a full boxing career, and learn how to handle the most devastating opponent ever faced by a sports professional—the press. Philips, CD-I (\$49.98).

**Electronic Sports Planner, College Football Edition:** This intriguing little piece of software helps college football fans keep track of their sport from week-to-week. It includes four basic features: a game tracker that keeps a running total for selecting winning teams; a "StatsChecker" that presents a statistical database of the 1992 season; an office pool simulator which makes customized charts

S  
P  
O  
R  
T  
S



"Shut up and PLAY BALL!"



# WHICH ON-LINE SERVICE HAS REAL PEOPLE PLAYING ALL THE TIME?



## THE IMAGINATION NETWORK!

Chatting with your friends and staying up all night playing games is fun. But have you ever done it on-line, and in real-time? Well, now you can with *ImagiNation* available at your favorite software retailer. Inside this box you will find your passport to all the adventure and new friends that are waiting for you on-line.

All you need to get on-line is at least a 386 computer, VGA monitor, 2400 baud modem, and *ImagiNation* which is now available from your software retailer. It already comes with a \$20 usage credit that gives you plenty of time to explore your new world for FREE.

Call 1-800-743-7721 for details on *ImagiNation*, or see one of the retailers listed below and we'll see you on-line.



**ImagiNation Is Available At These Fine Stores.**

**Babbage's**

**EGGHEAD SOFTWARE**

**electronics-boutique**

**SOFTWARE ETC**

**Incredible Universe**

**Computer City**



and weekly rallies and prints them out; plus a schedule of the entire 1993 college football season. Bright Ideas, IBM (\$19.95).

**Firestone Country Club - Links Championship Course.** Akron, Ohio, sight of the legendary Rubber Bowl, is also the sight of a premier stop on the PGA Tour—Firestone Country Club's South Course. This course, the subject of the latest SVGA championship course disk for the *Links* golfer, is presently the home of the NEC World Series of Golf. The brainchild of millionaire industrialist

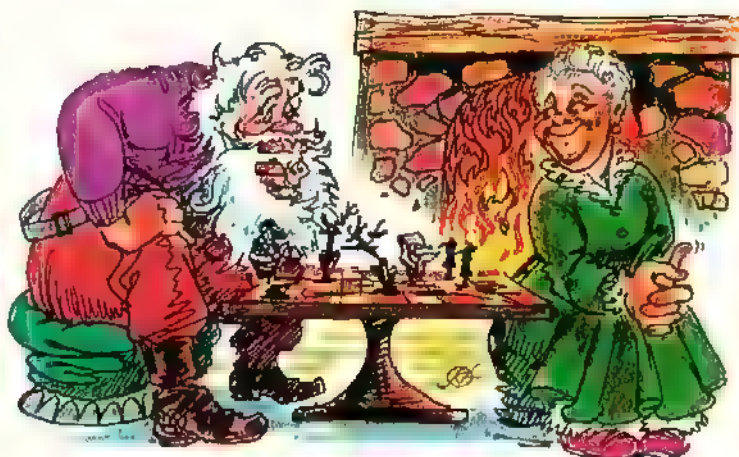


Quarter Pole

Harvey Firestone, Firestone Country Club has been carefully recreated for desktop golfers, featuring the rich colors of October foliage and the challenge of one of the world's most demanding courses. However, make sure you take a sweater along. Ohio's chilly in December! **Firestone Country Club**, the sixth Super VGA championship course, requires *Links*, *Links 386 Pro* or *Microsoft Golf: Access Software, Inc., IBM* (\$29.95).

**Quarter Pole.** Tired of fighting the crowds at the racetrack? Don't like the fragrant aroma wafting from the stables? Is betting at the track just too much of a gamble? If so, then *Quarter Pole* is possibly one's best option for becoming a hot bettor on the horses with the least personal risk and discomfort involved. Employing a first-person perspective interface similar to that of adventure games, rather than the usual menu screens, *Quarter Pole* brings a unique outlook to horse racing not available in other offerings. One can visit Big Al's Tip Booth, the Auction Tent, the Betting Window and the Grandstand. In an effort to build their fortunes, up to 10 bettors can get in on the action at one time. Play trifectas, exactas and daily doubles without risk. Players can even own and manage a stable if they desire to do so, buy and sell horses, and enter them in the races. *Quarter Pole* brings thoroughbred racing home for the holidays. In fact, it's open every day of the year, including Christmas. MicroLeague Interactive Software, IBM (\$49.95).

## STRATEGY



"CHECK, MATE!"

**Casino Gambler Kit.** When it says Villa Crespo on the label, there is usually a good gambling game inside. This time, however, there are five. This "kit" is a combination of five of their *Coffee Break Series* gambling games and include *Dr. Wong's Jacks+Video Poker*, *Casino Craps*, *Duckus Roulette*, *Dr. Thorp's Mini-Blackjack* and *Ruckus Poker*. Each is a quick game requiring virtually no documentation, yet most have a surprising amount of depth and gambling savvy. For the gambler this holiday, stay away from the Christmas Club savings account—the *Casino Gambler Kit* is a safer bet. Villa Crespo, IBM (\$49.95).

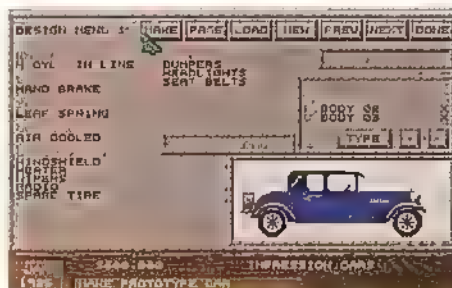
**Detroit.** The high concept of this game is "Automotive Tycoon." Gamers capitalize an automobile company (in any part of the world, not just Detroit) in 1908. From a graphic overview screen that looks like a map of the company's factory complex and serves as the main menu, gamers move the different areas of their concern: the Administration Building to hire/fire employees, negotiate wages and make job assignments, as well as

open new offices, build/expand facilities; the Marketing Department to plan advertising campaigns and media buys; the Laboratory to design new technologies; and the Factory to get workers moving on getting different models to market. Impressions, IBM (\$59.95).



Fantasy Empires

**Fantasy Empires.** Falling into the same category of such titles as *Populous II* and *Civilization*, SSI's *Fantasy Empires* transports the player into a world of mystical kingdoms where one's goal is to build an empire with the help of a computerized Dungeon Master. Based upon the *Dungeons & Dragons* game world, *Fantasy Empires* employs a unique digital mediator who guides the gamer through all elements of play, making sure he or she complies with all the official *D&D* rules. Up to five "rulers" can play at one time—human or computer controlled. Extensive character interaction employing advanced artificial intelligence provides for challenging diplomatic encounters, while commanding multiple troop types and interacting with fantastic races is facilitated



Detroit

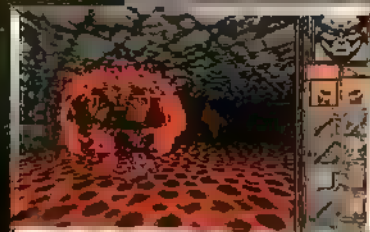


# SHADOWCASTER™

## MORPHING IS THE SHADOWCASTER'S STRENGTH... AND HIS ACHILLES' HEEL.

The furious pace never falters in *Shadowcaster*, the unique smooth-scrolling, point-of-view action/adventure from ORIGIN. You'll fly, swim and run through indoor and outdoor environments including dungeons, caverns, castles, mines, volcanoes and underwater caves. And when being human is simply not good enough, incredible morphing technology transforms you into other worldly creatures before your eyes.

- Each of your six metaforms (feline, floating eye, gremlin, frogman, flame lizard and terramental) unleashes new powers and reveals new weaknesses.
- Straightforward play mechanics allow you to master the basics quickly and concentrate on the combat and visual puzzles that keep things moving at breakneck speed.
- Realistic realms feature the most outstanding 3-D art animations and texture maps in any point-of-view game, while digitized sound effects and a dynamic sound track surround you with the sensations of an intensely real world.



Designed by Raven™ Software  
Actual screens may vary



**ORIGIN**  
We create worlds.

An Electronic Arts® Company

Look for the Shadowcaster Clue Book: Illuminations!

P.O. BOX 11750 AUSTIN, TX 78711

©Copyright 1992 ORIGIN Systems, Inc. Shadowcaster is a trademark of ORIGIN Systems, Inc. Raven is a trademark of Raven Software. Origin and We create worlds are registered trademarks of ORIGIN Systems, Inc. Electronic Arts is a registered trademark of Electronic Arts.

Available at a software retailer near you or call 1-800-245-4525 for MC/Visa/Discover orders.



through a user-friendly interface. Real-time combat, from an overhead perspective, effectively draws the player into the action. Sending heroes on special quests and building up fortifications rounds out play. Digital sound effects, atmospheric music, and attractive 256-color graphics complement this highly playable package. Strategic Simulations, Inc., IBM (\$59.95).

**Logos Bible Crosswords.** One can test their Bible knowledge against fun and challenging puzzles by Terry Hall and Tyndale House Publishers in *Logos Bible Crosswords*. Two hundred crosswords can be solved on the



Logos Bible Crosswords

screen or in the printed form. If you are running *Logos Bible Software* (sold separately), *Logos Bible Crosswords* cross reference the puzzle clues to the appropriate verse in the Bible. The puzzles can be gauged to one's skill level with difficulty settings, and single or whole-word hints are but a click away. Puzzles may be saved in progress, colors may be customized, and a special font, Scribbles, is included in both TrueType and Adobe Type Manager formats for that penciled-in look. Logos Research Systems, IBM with *Windows* (\$39.00).

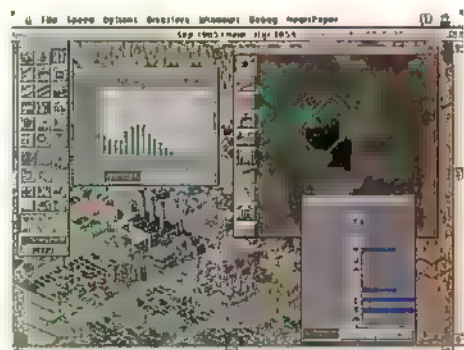
**Nanotank.** In this bizarre *Windows* puzzle game, the player controls a microscopic probe as it traverses the treacherous innards of a computer system in search of an evil virus. The 100 levels are set up like circuit boards



Nanotank

with an entry point and an exit. The Nanotank must cross the board while ensuring that the tank is connected to a powered "trace." The pathway is littered with odd components—switches, diodes, capacitors, relays, Optocouplers, teleporters—and the player must manipulate these components, occasionally using solder to repair broken parts, to make clear the pathway to victory. One doesn't need an Electrical Engineering degree, but that kind of problem-solving smarts would sure help. Twin Dolphin Games, IBM with *Windows* (\$39.95).

**Positronic Bridge.** Even though it uses a high resolution interface, *Positronic Bridge's* strength is not in its visual presentation. Its strong suit is in its artificial intelligence and ability to challenge gamers with playing skills from novice to master. The program tunes itself to the user's skill level so that as the player's ability increases, so does that of the game; it more or less learns as the player does. Unlike many similar games, *Positronic Bridge* does not allow the computer to cheat—it can't look at the player's cards to make its decision. In addition, a copy of the best-selling booklet *The Basics of Bridge* by Montgomery Coe is included. A practice

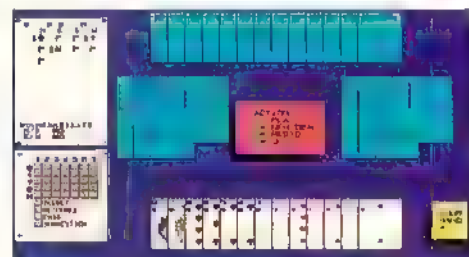


SimCity 2000

mode and built-in help keys allow the player to polish their game. Two versions are available: Version 1, the basic version, and the Competitor Version, which features several bidding variables and additional scoring systems. ReadySoft, Inc., IBM (\$49.95 Version 1, \$99.95 Competitor Version).

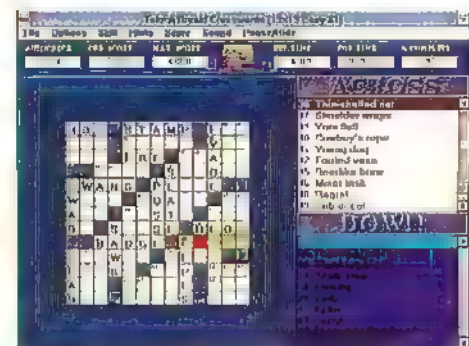
**SimCity 2000.** *SimCity 2000* is an exponentially improved version of one of the most successful computer games ever. Players still have the power to build a metropolis from the ground up, but now gamers cannot make decisions without considering the political and economic implications. Rapid transit requires more consideration of actual logistics (placing transit stations at appropriate sites and deciding when they are underground and when they are elevated). Education (schools and funding) plays a major role in the long-

term future of a city. Now, players can design highways and freeways to alleviate the stress of ordinary avenues. Players have a lot more options for clean power plants. Finally, cities do not have to have that square gridiron look. New ways of placing zones and the ability to place roads at a diagonal mean that players can even design historical urban areas like Washington and Paris. Maxis Software, Macintosh (IBM in '94) (\$69.95)



Positronic Bridge

**Socrates Chess 3.0.** If one is looking for "the world's strongest PC chess program" with advanced artificial intelligence, search display (showing the computer's thought process on each move), a user friendly design, common function hot keys, and extensive handicapping features, *Socrates* may provide the perfect challenge. The culmination of over 15 years of development, *Socrates 3.0* (the latest version of this chess program—version 2.0 was employed as the engine for *Kasparov's Gambit*) combines state-of-the-art artificial intelligence with an easy-to-use interface. While it will not win any awards for its Spartan graphic and audio design, *Socrates* is the only chess program to achieve a plus score against human Grand Masters in an established tour-



Take A Break! Crosswords, Volumes I & II

namment. Excellence, however, doesn't come cheap. Players will need a 386 or 486 PC with a 486/50MHz CPU and 4MB RAM recommended for tournament level play, not to mention the cost of the program itself. Machiavelli Designs, Inc., IBM (\$149.95, \$129.95 limited time special introductory price).





## Close encounters nightly.

For the cold reaches of space, there's an awful lot of chummy people here.

That's because Federation II isn't one of those shoot-the-ship computer games. This is a universe full of people. Real people, online, working with other real people in real time: busily building their fortunes, planets...nay, empires. And they'd love to throw some work your way so you can do the same.

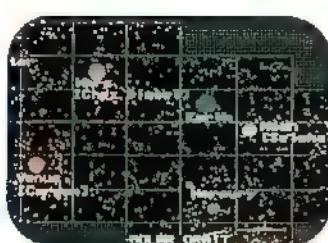
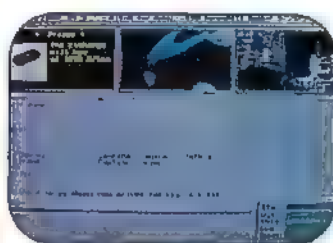
Of course, there's a lot of bargaining, buying and bulling that goes into it. We're social creatures, after all.

But if you're one of those special individuals who understands that creating an empire is ever so much more interesting than destroying aliens, maybe you *can* thrive in our space.

There's only one way to find out. Sign up and meet us in Federation II — available only on GENie®.

### *Sign up now:*

1. Set communication software for 81N or 71E half duplex (local echo) at 300, 1200 or 2400 baud.
2. Dial toll free: 1-800-638-8369. Immediately upon connection, enter HHH
3. At the U#=prompt, enter XTX99225, NIGHTLY then press RETURN
4. Have a major credit card ready. In the U.S., you may use your checking account number. (There is a \$2 monthly fee for all checking accounts.) For more information in the U.S. or Canada, call 1-800-638-9636.



Federation II  
on  
**GENie®**  
multi-player games

**100% Organic  
Opponents.**



**Take A Break! Crosswords, Volumes I & II:** Designed for use in a Windows environment, this exercise in alphabetic aerobics comes courtesy of Dynamix. With over 750 puzzles broken down into several sizes and complexity levels, there is enough here to keep one busy long enough to get their money's worth for this product. While an animated faery is your host, the animations and voice features also make their contributions to what is, essentially, a newspaper substitute for most of us (however, since these puzzles can be printed out, one can still solve them in the paper and pencil medium). The intuitive interface comes in particularly handy when playing against the clock for bonus points, and the inclusion of an auto-check feature and on-line hints will help serve the crossword-impaired among us. Dynamix, IBM with Windows and Macintosh (\$49.95).

**Unnatural Selection:** The premise to this game could be the plot to the inevitable *Ju-*

# W A R G A M E S



"From the Halls of Montezuma . . ."



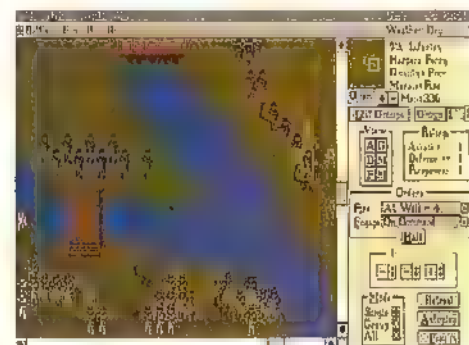
Unnatural Selection

**rassic Park 2.** Genetic engineers have so perfected their art that they have unlocked the secrets of life. Of course, absolute power corrupts, and one of the engineers takes the modern archetypal role of Evil Scientist—breaking away from the group and using the technology to engineer behemoth reptiles—and she's got no amusement parks in her business plan. To combat this rapidly breeding menace, the player is called upon to fight reptiles with reptiles. With a fully stocked Genetic Engineering laboratory, the player must create his or her own reptile army by breeding creatures for selected traits. Once the perfect army has been assembled, the play shifts to an island battlefield. The player loads up transport helicopters with creatures and supplies, and then drops the goods at strategic locations on the island. Through careful breeding and skillful use of behavior modifying drugs, the player's army may eventually outbreed and outfight the enemy. Claymation clips of the reptiles in action adds a unique dash of graphic pizzazz to this odd and compelling title. Maxis, IBM (\$49.95).

**Carriers at War II:** Covering fleet carrier operations from 1936-1946, this sequel to SSG's popular re-release of *Carriers at War* includes player-suggested feature enhancements and additions, plus enhanced artificial opponents using SSG's WarRoom AI system. Scenarios include Plan Orange (the clash experts expected between the U.S. and Japan in 1936) which features plenty of battleships and only a few carriers, several covering a more active British fleet to oppose the Japanese advance into Southeast Asia, plus others covering those late war kamikaze battles, including an apocalyptic battle during the Allied invasion of Japan in Operation Olympic. SSG, IBM (\$84.95).

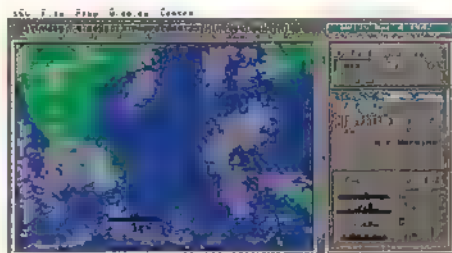
**Ed Grabowski's The Blue & The Gray:** While not deliberately riding on the coattails of the Ted Turner epic *Gettysburg*, Impressions is surreptitiously here to feed the waxing interest in the men and history of the American Civil War. Like the film *Gettysburg*, the game *The Blue & The Gray* will not slake the thirst of the true devotee of this era; it was designed with an emphasis on pure entertainment rather than historical accuracy. In effect, *The Blue & The Gray* is a clean, playable game system which serves as an enjoyable, low-complexity wargame. There are actually

two games in the one package: a strategic game featuring divisions maneuvering through weekly turns, and a grand tactical wargame played in real time with a *miniatures* feel to it. Although the game was released with an historical novel and video cassette, we expect that only those who can overlook its historical shortcomings will have the wherewithal to discover that an enjoyable game lies within the box. Impressions, Amiga and IBM (\$69.95).



The Blue & The Gray

**Gettysburg:** In a well-timed but largely coincidental release with the epic film of the same name, this Windows wargame has got plenty of options and light-weight gaming charm. Featuring brigade level units and time increments that can either be ticked off manually or let run at various speeds, there are plenty of gauges to monitor for each unit (morale, fatigue, ammo, etc.), but commanders have little to worry about besides issuing general orders. Artillery units are almost a sub-game unto themselves (fortunately there aren't too many to keep track of) as one sets their direction, firing trajectory and ammunition type. Easily learned and quick playing,



Carriers at War II





## Beyond fantasy. Beyond legends.

If you've been looking for the mother of all fantasy role-playing games, we know where you can find it.

Online, in GemStone III™.

This is no kill-the-dragon-thank-you-very-much computer game. And it goes far beyond any of the other so-called legends in the online arena.

Here in GemStone III, you're joining real people, in real time for your online quests. Some of the best role players and game masters in the country — all meeting together in a vast and constantly evolving world, rich with fascinating characters and demanding adventures. It's a place you can play forever.

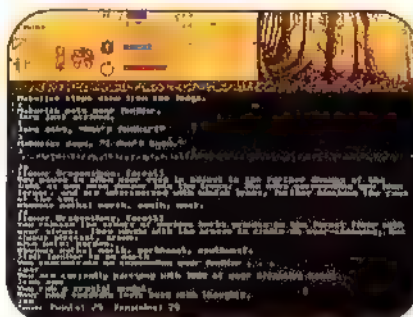
GemStone III makes every other fantasy game history. And your friends are already here. So sign onto GENie® today, and welcome home to GemStone III.

### Sign up now:

Set communication software for 81N or 71E half duplex (local echo) at 300, 1200 or 2400 baud. 2 Dial toll free: 1-800-638-8369.

Immediately upon connection, enter HHH

At the U#= prompt, enter XTX99224, FANTASY then press RETURN 4. Have a major credit card ready. In the U.S., you may use your checking account number. (There is a \$2 monthly fee for all checking accounts.) For more information in the U.S. or Canada, call 1-800-638-9636.



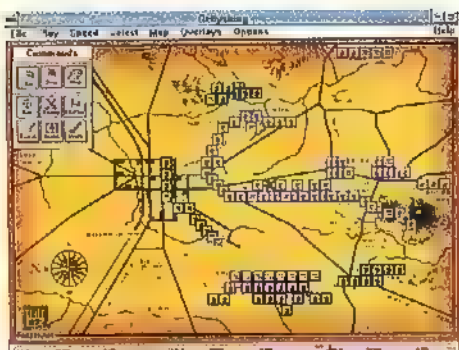
**GemStone III™:**  
**Shadow World®**  
on  
**GENie®**  
multi-player games

**100% Organic Opponents.™**

GemStone III is a trademark of Simutronics Corp.  
Shadow World is a registered trademark of Iron Crown Enterprises, Inc.  
GENie is a registered trademark of General Electric Company.  
Optional graphics front-end program available for IBM PC® only.





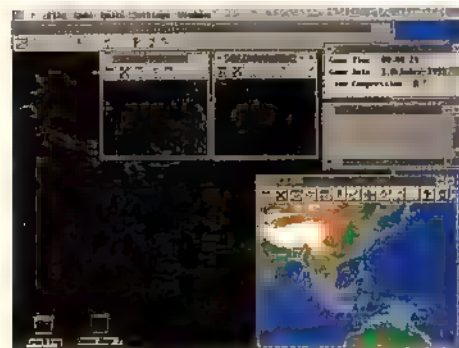


Gettysburg

*Gettysburg* is a quaint wargaming diversion for the Windows wargamer. Swfte, IBM for Windows (\$49.95).

*Harpoon II*: With a war room look to the graphics and a great gaming tradition to build upon, this long-awaited sequel to what many consider to be the quintessential wargame is packed with years of player suggestions and technological improvements over its illustrious predecessor. Features include SVGA hires graphics, military vector-style maps of the entire world (modeled down to two meters per screen), a complete weather model, and global naval conflicts in 15 scenarios. The database has been enlarged and graphically enhanced, and there is a logistics model that even includes aerial refueling. Aimed toward higher-end machines (at least a 386/33, but a 486 with 8MB of RAM is encouraged), the interface has been redesigned to the point where the design team says "It's not *Harpoon* for Windows. It's *Windows* for *Harpoon*." Three-Sixty Pacific, IBM with Windows (\$69.95).

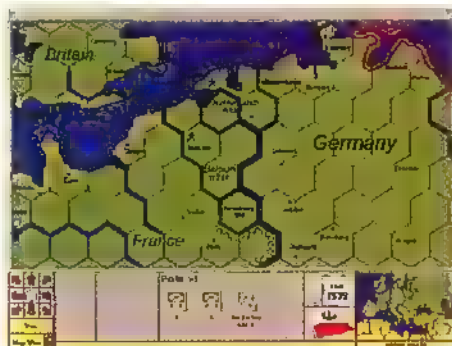
*Romance Of The Three Kingdoms III*: Combining elements of strategy gaming, role-playing and wargaming, Koei's historical series of games (*Nobunaga's Ambition*, *Romance of the Three Kingdoms* and *Bandit Kings of Ancient China*) have been a welcome change of pace for gamers ever since they reached U.S. shores. Like its predecessors, *RTK3* requires gamers: to make economic and diplomatic decisions in order to build up



Harpoon II

the provinces under player control; to make management decisions regarding the training of troops and assignment of personnel; and to use terrain to their advantage in the tactical battle sequences. Unlike its predecessors, *RTK3* has gotten away from the clunky keypad interface that drove many gamers crazy with redundant input. Now, a smooth mouse-driven interface keeps the game moving, and eye-pleasing VGA graphics bring it up to date. Koei Corporation, IBM (\$59.95).

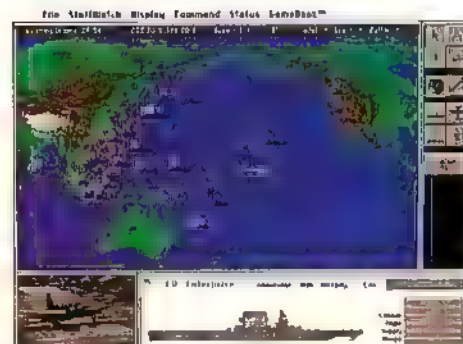
*Third Reich PC*: Where, oh where has Avalon Hill been? While the story behind the production of an IBM version of their popular *Third Reich* boardgame is a long one, suffice it to say that the old Amiga version code was completely scrapped and a new team has put together a wholly new product for the PC. While not based on the recently released *advanced* version of the boardgame, *Third Reich PC* still rocks with all of the bells and whistles of this classic WWII European Theater strategic-level wargame. Units are fleets, air forces, corps and armies that maneuver around the hex grid map through quarterly turns. Economics are emphasized as



Third Reich PC

nations must commit their resources in battles of maneuver and attrition along the game's three "fronts." Though the game has been delayed while the artificial opponent is being perfected, Avalon Hill hopes to make their splashy return to computer gaming by this Christmas with a spruced up, hot-rodded system that should quiet the skeptics. The Avalon Hill Game Company, IBM (\$59.95).

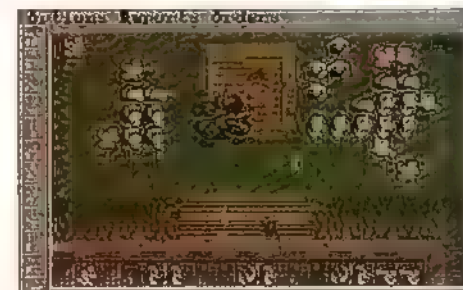
*Victory at Sea*: A collaborative effort put out by the dean of board wargaming, renowned writer James F. Dunnigan, and Three-Sixty Pacific, this epic depicts the vast struggle between the Japanese and the Allies in the Pacific Theater of WWII. The detail leaves no island bypassed. Played in real time, players have the ability to telescope the action (and time scale) up from the highest levels of command, down to an operational perspective. Taking into account huge databases of information compiled by Dunnigan, leader-



Victory at Sea

ship, politics and logistics are emphasized with only a minimal amount of complexity. The action is punctuated with video clips of the fighting and the sounds of war. A full 100,000 word "book" of hypertext is available to players who want to access the history and make their play a truly holistic experience. The "monster" computer wargame of this holiday season, *Victory at Sea* is will make a big splash. Three-Sixty Pacific, IBM and Macintosh (\$69.95).

*Walls of Rome*: If you haven't taken a look a Mindcraft's *Siege* games because they're set in a fantasy world, or because you heard some bad things about their speed and AI, it may be time to reconsider the system. The *Siege* engine has been significantly improved and brought into a historical setting. Romans, Greeks, Parthians, Celts, Gauls—choose your command and then choose to attack or defend dozens of historically accurate and beautifully rendered cities of the ancient world. New game features include campaign games in addition to individual battles, increased engineering options (undermining, siege towers, battering rams), and a more extensive game editor/scenario builder. The command interface has been reworked, and the game seems to run faster. It also appears as though the AI has become more savvy, attacking many different points and adjusting to the dynamic of the battlefield more quickly. A great concept may finally be maturing into a good game. Mindcraft, IBM (\$59.95).



Walls of Rome





## We don't know from friendly skies.

You've beat all the flight sims? A furball doesn't raise a sweat anymore? Ten minutes of WWI combat isn't even challenging?

Hmm...

Maybe you *are* ready for Air Warrior®.

That is, if you think you can handle the most realistic combat flying there is. Because Air Warrior does more than correctly model 28 different WWII aircraft, complete with spins, stalls and buffeting.

It puts you up against other human beings. Online, in real time, for as long as you care to play.

That's why Air Warrior attracts the aces. So if you're just looking to do a friendly loop-

the-loop, look elsewhere. If you're interested in a career, sign on to Air Warrior – only on GENie®.

*Sign up now:*

- 1.** Set communication software for 81N or 71E half duplex (local echo) at 300, 1200 or 2400 baud. **2.** Dial toll free: 1-800-638-8369. Immediately upon connection, enter HIII
- 3.** At the U#=prompt, enter XTX99223, AIRCRAFT then press RETURN
- 4.** Have a major credit card ready. In the U.S., you may use your checking account number. (There is a \$2 monthly fee for all checking accounts.) For more information in the U.S. or Canada, call 1-800-638-9636.



Air Warrior is a registered trademark of Kesmai Corporation.  
GENie is a registered trademark of General Electric Company.  
Graphic interface required and available for selected machines.



Air Warrior®  
on  
**GENie®**  
multi-player games

**100% Organic  
Opponents.**



# SIMULATION



"Eight tiny reindeer, my foot!"

**Aces Over Europe:** The anxiously awaited follow-up to Damon Slye's *Aces Of The Pacific* will soon be buzzing the towers of local software peddlers. Though the interface and campaign game features are virtually identical to previous Dynamix sims (why fix what ain't broken?!), this is a major revision of the AOTP engine. The most notable improvements are a "Tall Resolution" mode (a 320x200 pixel view that gives gamers a larger window on the world) and gradient shading (allowing planes to have realistic paint jobs and fuselage detail). New missions will have gamers setting their bomb sites on bridges, railways, V-1 rocket launchers and radar sites, and a huge arsenal of new planes will have the player fighting or flying: P-51s, -47s, -38s, Spitfires, Mosquitoes, Me109s...and the list goes on. While we haven't played with the final, optimized code, it seems that the frame rate will be comparable to *Aces of the Pacific* with the "1947" upgrade. Dynamix, IBM, (\$69.95).



Aces Over Europe

**Art Of The Kill:** While not a game, this book with companion videotape is a crash course in flight combat tactics that may well

improve the armchair jet-jock's game playing. The 165-page soft-cover book is written by Pete Bonanni, an instructor pilot with the National Guard and recognized personality among serious sim fans. The well illustrated guide covers basic flight maneuvers and has a set of tests to drill the reader on lesson comprehension. The videotape mixes air combat instruction and actual air combat footage, and will make swell viewing when the family is gathered for the holidays. Spectrum HoloByte, VCR (\$39.95).



Backroad Racers Power Modeler

**Backroad Racers Power Modeler:** Combining a Revell model with a CD-ROM, this unique package delivers instructional demos with a racing simulation. Regardless of model included, the program offers a choice of "buying" and racing one of four muscle cars on the lot: '71 Hemi Barracuda, '70 Boss Mustang, '67 Chevelle or '67 Malibu SS Pro. After checking out the cars, modelers enter the garage to learn facts and figures on the vehicle, watch an animated, exploded view of the model's assembly, see complete assembly diagrams, and watch video modeling tips for

painting, gluing and finishing. After making a purchase, an annoying salesman shows the competitive racers on a poster in his trailer. Another poster, this one active, offers access to four racing scenarios with three difficulty levels. The blocky, polygon-filled graphics and crude scenery yield a disappointing driving experience. But inexperienced "drivers" will be challenged to make it through the backroads to the track on time without getting any tickets. Since winning a race yields performance upgrades, the game may have decent replay value. If *Backroad Racers*, which seems geared for boys aged 8-16, isn't quite your speed, there are two other packages in the *Power Modeler* series: *European Racers*, which is now available, and *High Tech Aircraft*, scheduled for future release. Revell-Monogram, Inc., IBM CD-ROM (\$69.95).



Coaster

**Coaster:** Roller coasters have been around since the early 1900s (earlier if you consider La Marcus Thompson's Switchback Railway, an early coaster predecessor). Loops were later added to increase the thrill of the ride, though in one case, poor loop design resulted in the death of all passengers—their necks were broken, the result of excessive strain. Still, roller coasters became so popular that some 1500 were in use in the U.S. during the Roaring '20s. Today only about 230 coasters dot the countryside in small and large amusement parks. Whether or not one has a coaster nearby, gamers can experience the "thrill" of the ride and of coaster design with Disney's *Coaster*, a roller coaster simulation. Though several pre-made coaster designs are included, the purpose of *Coaster* is to let the player design his or her own ride, from the ground up, and then test it out. Built-in critics will evaluate one's design as the player views their dream ride from a front row seat. Disney Software, IBM (\$24.95).

**IndyCar Racing:** From the pit crew that brought *Indy 500: The Simulation* to the finish line comes a racing simulation that will redefine state-of-the-art racing sims. From the more detailed physics underlying every aspect of the model, through instant replays

# HOLY CHEAT!

THE  
WORLD'S FIRST  
GAME UTILITY



*Axis the Gamecheater* gives you a few new tricks in your favorite games — special powers, enhanced weapons, and extra lives. So now you can get on with the adventure, past that nasty spiked pit, without burning your last life in a bad Super Dave imitation. Or you can loose your vengeance with that outlaw turbo laser cannon you've always wanted. With *Axis the Gamecheater*, you get the little boost you need to keep the game *fun!* Superpowers are yours on demand — with just the press of a key!

*Axis the Gamecheater* provides custom cheats for dozens of the most popular games, on PCs or Macs, and we're adding new games all the time. Ask for it at your favorite software source!

For more information, call  
**800-926-9677**

or 901-682-9676, Fax: 901-682-9691

**Baseline**  
PUBLISHING

Circle Reader Service #44

Copyright © 1991, Baseline Publishing, Inc. All rights foreign and domestic reserved. Axis the Gamecheater and the Baseline logo are trademarks of Baseline Publishing, Inc. All other names are trademarks of their respective holders. Help! I'm being held captive in the fine-print disclaimer!

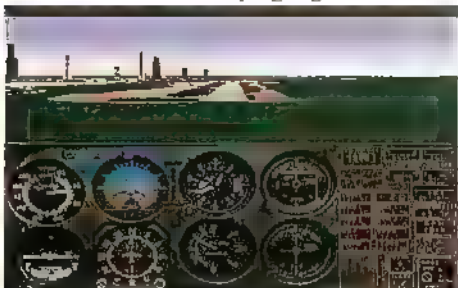




IndyCar Racing

that take advantage of extra RAM, to the overall look of the texture-mapped cars, *IndyCar Racing* offers high performance gaming that qualifies for the pole position in every area. This is a simulation where the difficulty levels let rookies get around tracks like Laguna Seca with ease, but has expert levels where it is challenging enough to simply try to get around a high speed oval. For more details, see the sneak preview in the August issue (CGW #109). Papyrus Publishing, Inc., IBM (\$74.99).

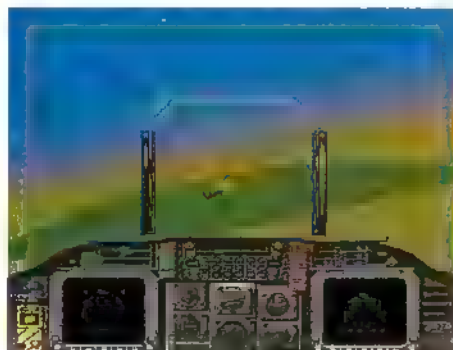
**Microsoft Flight Simulator 5:** With the blue skies over Redmond, WA never looking better, the release of *Microsoft Flight Simulator 5* will certainly result in many upgrades to this long-standing and best-selling sim. Providing digital pilots with a long list of new features to enhance their flights of fancy, *Flight Simulator 5* offers a new latitude and longitude system to help users locate destinations and current location; a "Land Me" feature that enables inexperienced pilots to complete their flights without landing nose-first; and more realistic sound effects and scenery (which expands in detail as approached by the aircraft). In addition, the weather system has been replaced with a more user-friendly and controllable version. Basically, the whole package has been spruced up to provide a more realistic and attractive flight environment. Photo-realistic instrument panels (digitized from actual aircraft) and realistic time-of-day effects have been added, as well. From flying high in a Cessna



Microsoft Flight Simulator 5

Skylane to a Learjet and a sailplane, *Flight Simulator 5* offers something for most airborne gamers. Microsoft Corporation, IBM (\$64.95).

**San Francisco: Flight Simulator 5 Scenery Upgrade:** With the recent release of Microsoft's *Flight Simulator v.5.0*, could a Mallard scenery disk not be far behind? San Jose to Marin County, Napa to the Golden Gate, *Flight Simulator* pilots can see it all in amazing detail. Mallard used satellite photographs as the foundation for their realistic ray-traced landscapes, and then created enhanced polygon images for low-level landmarks. It's so realistic that Bay Area residents will not only recognize the big buildings downtown, but highways, neighborhoods and districts as well. Stay tuned for Washington D.C., Las Vegas, L.A. and San Diego in the months to come. Mallard, IBM (\$49.95).



Super-VGA Harrier

**Super-VGA Harrier:** The game play and interface are essentially the same as described in the review of *AV8B Harrier* in CGW #106, but the graphics have been enhanced tremendously. Computer pilots still fly carrier-based missions off the deck of the Tarawa, still prosecute intercept missions with less than optimal AIM-9M Sidewinders, and attempt to control 70% of the island pictured in the TAWADS map window. However, the action seems both faster and smoother than the earlier incarnation. Also, those who have not yet upgraded to VESA compatible SVGA can still play the simulation in regular VGA mode. Domark, IBM (\$59.99).

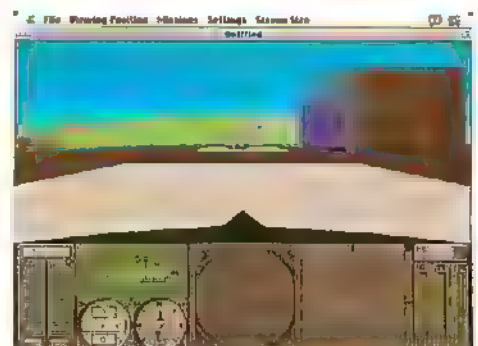
**Strike Commander—Tactical Operations:** No one is exempt from the certainties of life—Death and Taxes—not even mercenary F-16 pilots in the 21st century. While *Strike Commander* players hope to keep Death on hold as long as possible, taxes may be more difficult to evade than a hard missile lock. In the first add-on to the *Strike Commander* universe, the Turkish government decides that it needs to broaden its revenue base and



San Francisco: Flight Simulator 5  
Scenery Upgrade

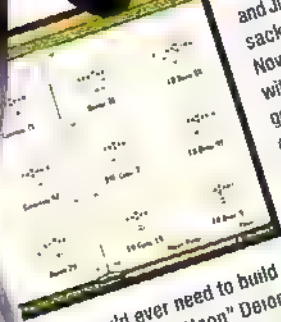
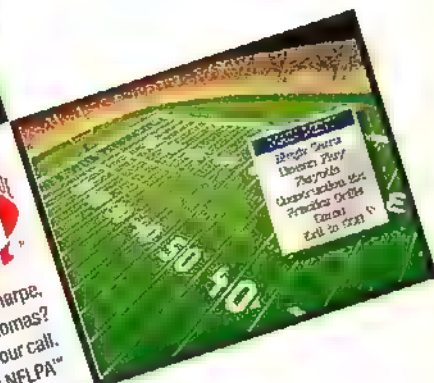
increase taxes on mercenary activities. In order to pay the taxes or move their base elsewhere, players must come up with a wad of cash—fast. This means tougher, more lucrative missions against B-1B Bombers, F-4 Phantoms and F-117 Stealth Fighters in such locales as Hawaii, S. Africa, Syria, Siberia, Nicaragua and Ireland. New features include General MIDI support, improved digitized sound effects, rudder pedal support, and a "realistic" option for those who enjoy a more challenging flight model. Origin Systems, IBM (\$29.95).

**Valkyrie:** Ahhh, we love the smell of burning silicon in the morning! From the moment the speaker thumps with the dull roar of chopper blades and raises to a crescendo playing Wagner's *Die Valkyrie*, this helicopter fight/flight sim is there for a rollicking ride. While the graphics are not up to the standards of *Maximum Overkill* by any stretch of the imagination, the solid, polygon-filled objects are quite functional as one quickly grasps the flight mechanics and bounces through the ten missions included. A diversion with a raucous arcade feel, the *Valkyrie* helicopter flight simulator has multiple difficulty settings, multiple camera views, replays, and features a full screen display for all the action. Those not adept with a mouse can use a joystick. Gametek, Macintosh (\$49.99).

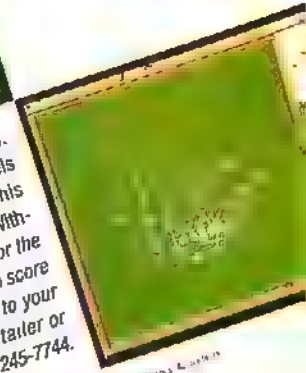
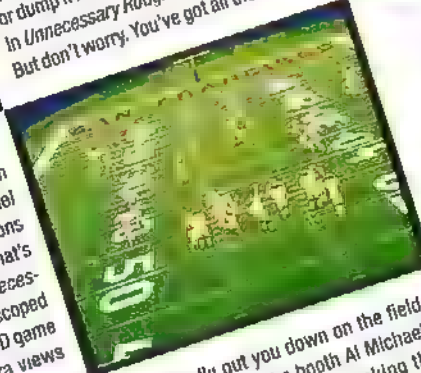


Valkyrie

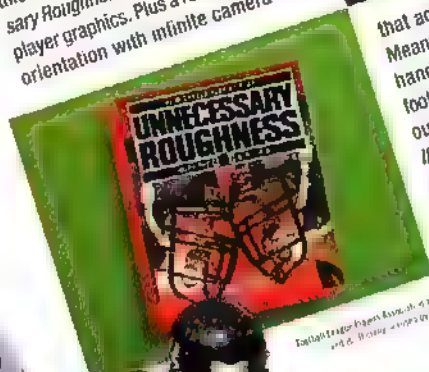
# All Pros. No Cons.



You're down by six and Junior Seau just sacked you again. Now it's 4th and 18 with only a minute to go. Should you go long to Sterling Sharpe, or dump it in the flat to Thurman Thomas? In *Unnecessary Roughness*, it's your call. But don't worry. You've got all the NFLPA™



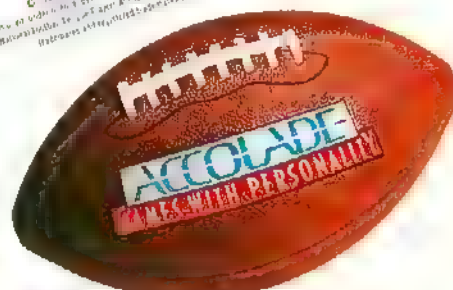
pros you'd ever need to build your team. Like "Neon" Deion Sanders. John Taylor. Or Michael Irvin. And if they're not enough weapons for you, you'll also have a playbook that's thicker than a lineman's head. *Unnecessary Roughness* also features rotoscoped player graphics. Plus a rotating 3-D game orientation with infinite camera views



that actually put you down on the field. Meanwhile, up in the booth Al Michaels handles the play-by-play, making this football game as real as you can get. Without getting hit, at least. Available for the IBM PC and 100% compatibles. To score yours, rush to your favorite retailer or call 1-800-245-7744.

AL MICHAELS CALLS THE MOTOS

© 1994 Atari. Unnecessary Roughness is a registered trademark of Atari. All other trademarks are the property of their respective owners. IBM and 100% compatibles are trademarks of International Business Machines Corporation. All other trademarks are the property of their respective owners.





# HARDWARE



"Do you smell something burning?"

**3DO Multiplayer:** No infomercial is required to make gamers aware of the 3DO multiplayer. The newest 32-bit game machine allows gamers to: play games with digitized video or fast polygon handling, listen to audio CDs while watching an intriguing kaleidoscopic light show (courtesy of the built-in firmware); view and manipulate photographs stored on Kodak Photo-CD discs; and watch film and animation stored on CDs (compressed using SuperMac's Cinepak standard). At press time, the actual number of available titles for the system were limited to *Crash 'n Burn* (Crystal Dynamic's racing game with fast scrolling, but no physical model that comes bundled with the multiplayer), *Shelley Duvall's It's A Bird's Life* (Sanctuary Woods' children's title), *Mad Dog McCree* (American Laser Games' digitized shooting gallery presented in interactive film format), *Putt Putt Joins The Parade* (Humongous Entertainment's graphic adventure for children), and *Putt Putt's Fun Pack* (the Humongous answer to *Microsoft's Entertainment Pak* for the younger set, featuring six classic games). Fortunately, many more are cur-



3DO Multiplayer

rently under development. Panasonic (\$699.95).

**486 Power Kit:** Tired of moving ever so s-l-o-w-l-y? Unable to play the newest games? Can't afford a new 486 computer? Well, there are alternatives. One is a *486 Upgrade Kit* from Buffalo which offers an affordable upgrade from most 286 and 386 computers to



486 Power Kit

near 486 performance. The kit is comprised of a Texas Instruments 486DLC CPU, special cache activating software, and a chip puller. Slow 286 and 386 computers will benefit the most by this 15-20 minute do-it-yourself upgrade; 386/33 and 40MHz systems will show only moderate improvement. The 486DLC has no math coprocessor, but can make use of one if added. It does include a 1K internal cache, though, which helps improve performance. If dollars are tight, but a boost is necessary to play the latest games, some "Buffalo chips" may be just the thing to ease that strain. Buffalo Products, Inc. IBM (\$199.00 - \$469.00).

**Amiga CD32:** Mentioned in our last issue's

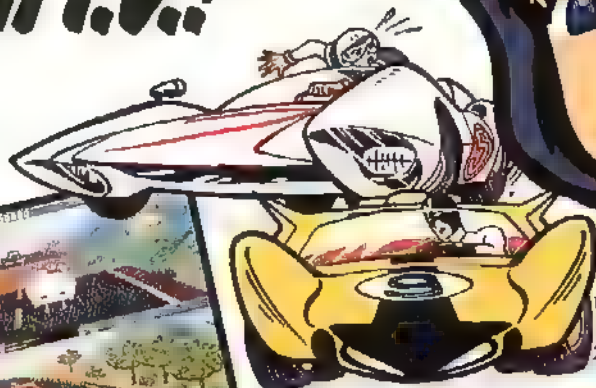
**READ.ME** column, Commodore's Amiga CD32 should be available in limited distribution in time for the holidays. Those who pick up this CD-ROM gaming console will find the initial selection of games a touch limited. As is the case with most new systems, many of the initial releases will be computer game conversions; titles that take full advantage of the machine's new capabilities will be slow in coming. At press time, the actual titles to ship with CD32 had not yet been determined, so it is difficult to say what to expect at present. At its low entry price, however, it will only take a few really exceptional titles to make the purchase of this console a worthwhile one. It certainly has great potential, but Commodore has to overcome its reputation for poor marketing before the skeptics are silenced. Commodore Business Machines, Inc. (\$399.95).

**AverKey Multimedia:** Although it seems this product is geared toward helping business people project computer screen presentations through large screen or projector televisions (the thick manual explaining how to use *Windows*, clicking and dragging objects, etc. is a dead giveaway), we could not help but notice its more "practical" gaming applications. The *AverKey* basically translates video signals for 640x480 resolution VGA monitors into standard NTSC or PAL video signals for TV. What this means is that one can drag their computer into the family room and plug it into the TV set for all to share. A 9-volt DC power adapter plugs into the wall, and signals can be sent out through either an S-VHS plug, a standard stereo cable, or back out to other computer monitors for multi-screen hook ups. This package includes a flicker filter and software control TSR program. Digital Media Labs, IBM (\$349.00).



FlightStick Pro

**FlightStick Pro:** For those who swear by their CH Flightstick (or who can't afford a *ThrustMaster*), it's time to consider an upgrade. This version features three fire buttons and a "coolie" hat four-way viewing switch and, although the configuration is not user programmable, it can be used out of the box



from Pops, Trixie, Sprittle

receive messages from Pops, Trixie, Spriddle and Chum-Chum. And that's just the half of it. You'll also race against me from the cockpit of Racer X's incredible Shooting Star. But it won't be easy. Because Snake Oiler, Captain Terror, and all the evil villains from my TV show are

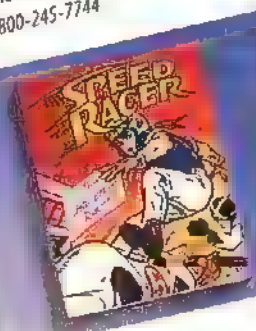


out to send you over the guardrails. So  
fasten your seatbelt. Because you're gonna  
rip around blind curves on icy mountain roads.  
Leap over rocky chasms. Witness horrible  
fiery crashes! Gosh, I hope no one gets hurt!  
Coming soon for Super Nintendo® and Sega™  
Genesis™ To order, visit your favorite retailer  
or call 1-800-245-7744



Available for  
the IBM PC and  
compatibles.

©1993 Aculade and All rights reserved  
©1993 Speed Racer Enterprises Inc. All rights reserved  
Racer and Racer K are trademarks of Speed  
Racer Enterprises, Inc. and are used under  
license IBM is a registered trademark of Inter  
national Business Machines. All other trade  
marks and registered trademarks are the property  
of their respective owners. Superfly is a regis-  
tered trademark of Nintendo in America and  
Squad and Cussers are trademarks of Sega  
Enterprises Ltd



ACCOLADE  
GAMES WITH PERSONALITY



to support *X-Wing*, *F-15 Strike Eagle III*, *Strike Commander*, *Privateer*, *Falcon 3.02/MiG 29*, *Microsoft Flight Sim 4.0* and *Tornado*. CH Products, IBM with joystick port (\$99.95).



CyberMan

**Creative OmniCD Upgrade Kit:** From those creative minds at Creative Labs comes another multimedia hardware combo offering a double-speed, multi-session photo CD compatible CD-ROM drive manufactured by Matsushita, a proprietary interface card, all necessary cables, and several programs including Aldus PhotoStyler SE Photo-CD access and imaging software. The speedy CD has a 64KB RAM buffer, a 300KB/sec transfer rate and 320ms access time, is CD-ROM XA ready, allows for up to four single- or double-speed CD drives to be daisy-chained together, has a front-loading automatic tray (caddyless) and is a snap to install. Those who already have a 386SX or better system with a sound card can add CD-ROM capability at a good price with this low-cost, MPC Level 2 compliant bundle. The only shortcoming is the lack of any CD games in the package. Creative Labs, Inc., IBM (\$399.95).

**Creative Sound Blaster 16 MultiCD & SCSI-2:** Two additional sound cards have been added to Creative's stable of thoroughbreds. The Sound Blaster 16 MultiCD provides a greater degree of compatibility with a broader range of CD-ROM drives, including both single- and double-speed units. Supported are drives by Creative/Panasonic, the Sony CDU31A, and the Mitsumi FX001 and LU005. The Sound Blaster 16 SCSI-2 is designed for those using SCSI-1 and 2 data-intensive devices. It features an Adaptec controller chip and Adaptec's EZ-SCSI software. Data throughput is claimed at four times the competition. Both boards offer the same high quality sound support as previous Creative 16-bit cards, will accept the Wave Blaster daughter card (offering General MIDI compatibility wave table synthesis), and come in versions with and without the Advanced Signal Processing chip. Creative Labs, Inc., IBM (\$249.95 MultiCD, \$279.95 SCSI-2, \$50.00 additional with ASP).

**CyberMan:** Not to be confused with the similarly named arch-enemies of Dr. Who, *CyberMan* is Logitech's newest "rodential" peripheral. More than a simple mouse or joystick, *CyberMan* is a 3D controller offering tactile feedback and pitch (forward and backward rocking), yaw (side-to-side motion on the same plane), and roll (side-to-side movement around an axis) support. When developers take full advantage of the support available with this controller, one will be able to perform more complex actions such as leaning forward and back or looking left and right. Though *CyberMan* will operate under *Windows* as a normal 3-button mouse, its real design is for three-dimensional gaming (use as a mouse under *Windows* may provide less than satisfactory results). *CyberMan* will be bundled with several fast action interactive games. It is, however, backward compatible with existing entertainment products. Logitech, Inc., IBM (\$129.00).



Reel Magic

**Fan Card I and II:** Although we get fan cards in the mail every day here at CGW, seldom do we get ones that plug into a PC slot. This computer card contains either one or two small fans to keep the air circulating around the boards and microchips. Now, more than the power supply can be kept cool by the computer's fan, and the *Fan Cards* run quietly, too. T. S. Micro Tech, IBM (\$23.95 single-fan card, \$44.95 dual-fan card).

**Game Blaster:** This product is another converter that allows VGA signals to be passed to a TV set. The *Game Blaster*, however, makes no pretense about business uses, but goes right for the gamer's heart (and wallet). Although it does not allow for the simultaneous showing of signals on both a monitor and TV set, the *Game Blaster* has two distinct advantages: it is considerably cheaper, and it comes with an assortment of game software designed for family room entertainment. The package includes Broderbund's *Prince of Persia*, Velocity's *Spectre Challenger* and *Jetfighter II*. Any computer gamer's elf might do well this year to look at this product and bring PC entertainment out of the closet and into a

larger arena. Advanced Digital Systems, IBM (\$169.00).

**Reel Magic:** Tired of low quality multimedia video? The solution might be the *Reel Magic* add-in board—an MPEG full motion video board with 16-bit sound card. The board is capable of delivering full-screen, 30 frame per second, high-quality video from a single speed CD-ROM drive. The board uses its own MPEG decompression chip to crunch video data without drawing CPU processing power. The result is very impressive. Several company's have committed to supporting the board, and there will be a few titles ready for Christmas, among them Activision's *Return to Zork* and Interplay's *Lord of the Rings CD-ROM*. Sigma Designs, IBM (\$449).

**HELLO!MUSIC!:** This multimedia package from Yamaha is for those who would like to enjoy the rich, realistic rimbres of sampled instrument sounds with their software, but who may not have the extra slots or the technical finesse to configure one of the new wavetable cards. The actual *HELLO!MUSIC!* package is really the *CBX-T3* tone generator module bundled with music software from Passport: *Turbo Trax*, a sequencing program; *MIDI Player*, and *Quicktunes*. The *CBX-T3* is a 16 bit wavetable sound module that is



HELLO!MUSIC!

compatible with general MIDI level 1, and with the flick of a switch, the Roland MT-32 (in a limited capacity). The *CBX-T3* also provides 192 different instrument sounds, 10 drum kits and digital reverb (through a proprietary digital signal processor).

We found that it took an MPU-401 MIDI card to make the *CBX-T3* module "talk to" games that support general midi. Unfortunately, *DOS* games won't work with the *CBX-T3* when it's connected to the serial port, because the driver is available only when running *Windows*.

Although a very good product, *HELLO!MUSIC!* is yet to be supported in its native mode by computer games. Yamaha, IBM, MAC, MIDI (\$449.00).

"The humor and originality of Zork  
are always present... its images are the most spectacular  
in the history of video games"

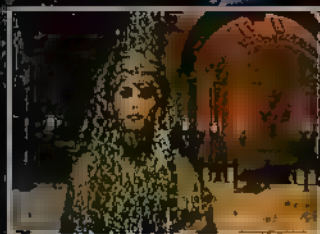
JOYSTICK MAGAZINE

"The interface may be revolutionary [and] allows a richness  
that has been absent heretofore in graphic adventures."

Johnny L. Wilson, COMPUTER GAMING WORLD

An epic adventure...underground.

# RETURN TO ZORK



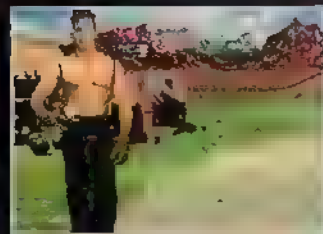
Cast of Hollywood Actors



Over 1 hour of Spoken Dialogue



Revisit Flood Control Dam #3



Try to Outwit Devious Dwarves

PRODUCED BY JASON HERVEY ROBIN LIVELY A.J. LANGER JASON LIVELY EDAN GROSS SAM JONES  
MUSIC BY NATHAN WANG AND TERI MASON  
SPECIAL EFFECTS BY WILLIAM VOLK  
BASED ON A DESIGN BY DOUG BARNETT  
EXECUTIVE PRODUCER EDDIE DOMBROWER  
DIRECTED BY PETER SPRAGUE  
INFOCOM IN ASSOCIATION WITH ACTIVISION  
PRODUCTION DESIGNER JOE ASPERIN  
SCREENPLAY BY MICHELE EM

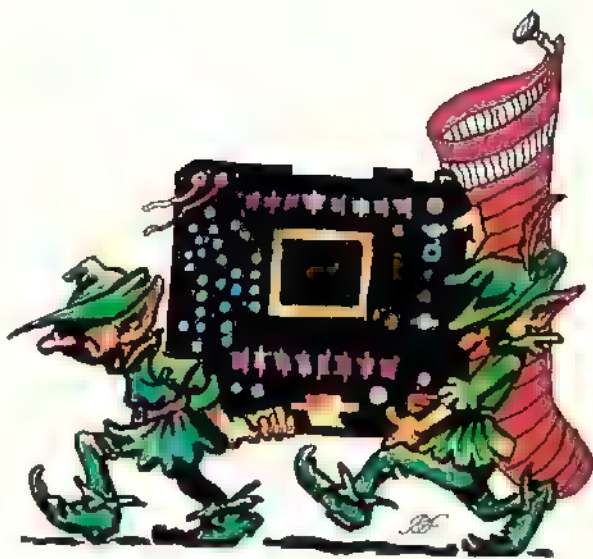
Available for IBM and Compatibles. Enhanced version for CD-ROM also available.

To order: See your local retailer or call 1-800-477-3650

Circle Reader Service #37

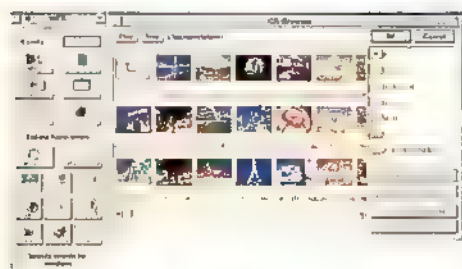


# STOCKING



"Damn heavy microchips!"

**CD-Blaster:** One can stuff thousands of little goodies into a stocking with this single CD-ROM. It features over 1000 sound effects, 300 MIDI music clips, 100 video screen savers, 200 photos, 400 talking icons, 100 cursors, and a mixture of digitized voices and impressions from Homer Simpson ("DO!") to Bill Clinton ("OH!"). Those who have as much fun playing with multimedia tidbits as with games should find *CD-Blaster* a wealth of fun resource material. Aristo-Soft, Inc., IBM with *Windows* (\$39.95).



CD-Blaster

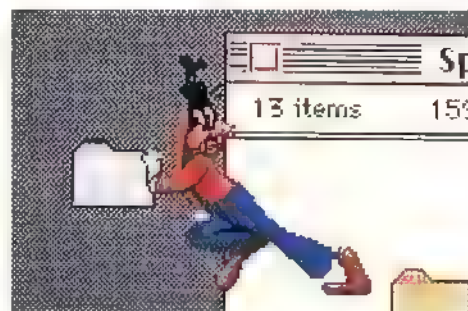
**Computer Gaming World:** Real computer gamers want real reviews, in-depth strategy, and an inside track on the computer game industry. For more than 12 years, *Computer Gaming World* has been doing just that. In fact, we are continually trying to pack even more information, perspective and graphics into each new issue. So, with a modest dose of humility, we suggest that a one year subscription (12 issues for \$28.00) might be just the right stocking stuffer to keep computer gamers feeling like it's the holiday season, all year long. *Computer Gaming World* (\$28.00 domestic, \$78.00 foreign air mail).

# STUFFERS

puter graphics. Berkeley Systems, IBM with *Windows* and *Macintosh* (\$49.95).

**Doodle-mation:** This *Windows* diversion is for the "power doodlers" in the audience. *Doodle-mation* allows the user to select from a variety of shapes and animate them with special effects. The animated scenes can be edited frame-by-frame with a VCR-type controller, and music can be added. Favorite screens can be captured for use as *Windows* wallpaper, and favorite patterns can be turned into screen savers. Screen Magic, IBM with *Windows* (\$29.95).

**Easy Boot:** Games are notorious for requiring "special" boot configurations. Booting one's system in a variety of different configurations is often the rule more than it is the exception. Many gamers have found an easy solution to this configuration dilemma through the use of batch files or a utility program such as *Easy Boot*, a multi-configuration editor and selector. Through a menu-driven interface, *Easy Boot* allows the user to set up and switch easily between 15 different



The Disney Collection Screen Saver

configurations. Though not necessarily the fastest way to reboot one's system under a different configuration (there are some speedier utilities), *Easy Boot* is definitely the easiest to use. CLEAR Software, Inc., IBM (\$49.95).

**Lights Out Sports Fans Major League Baseball Screen Saver:** Licensed from Major League Baseball, this amusing *Windows* screen saver focuses on the team logos from throughout the league. These logos play in simulated "games" of baseball, have home run contests, hold spring training, and perform other feats of baseball skill. Quadrangle Software Corporation, IBM with *Windows* (\$55.00).

**Mega Rock Rap 'n Roll:** For those in need of a beat, one's computer keyboard can be used to assemble several different, original music tracks in a variety of different "studios" (pop rock, rock you, boom boom bap, etc.). A colorful collection of controls allow for varying instrumentation, solos, and several other jive, rap and reggae tricks. A "hip help

**Compute's Adventure Game Player's Handbook:** Opening lines like, "Hold onto your joysticks folks..." are not the best of beginnings for a resource focusing on adventure games. Arcade games, yes. But adventure, no. Nonetheless, *Compute's* latest offering, by Raymond Lueders, is a thorough guide to 37 popular adventure games. Looking through the list of included titles, one gets the idea that a concerted effort was made to include solutions to the most current and worthy quests, though there are a number of older titles represented (this book was two years in the making, thus accounting for some of the more weathered walk-throughs). Assistance is provided for *Indiana Jones and the Fate of Atlantis*, *The Legend of Kyrandia*, *The Lost Files of Sherlock Holmes*, *Quest for Glory III*, *The 7th Guest* and 32 other games. Handy maps, object location lists and representative screen shots serve to enhance the value of each solution. Plus, a brief scenario accompanies every game. Though we don't consider it "the ultimate guide to adventure games" as claimed on the cover, it is still a handy resource to have on hand for those cold, wintry nights spent in the dungeons. Compute Books (\$21.95).

**The Disney Collection Screen Saver:** Hi ho, hi ho, it's after work we go... Welcome to this, the latest in the *After Dark* series of screen savers. Here, Mickey is cast in the role of the Sorcerer's Apprentice, Goofy (dis)organizes one's *Windows* display, and a whole gamut of Disney escapades ensue. There are even official sounds and voices to give that full Disney dimension to the animated com-

# Find a well Cast a spell Make a mistake Go to **#\*%!!**

## SIMON THE SORCERER™

Wherever you go, expect the unexpected.

Because Simon is no ordinary sorcerer.

He's an adolescent with an attitude, who  
accidentally stumbles upon a magical



dimension on  
the very verge  
of collapse.

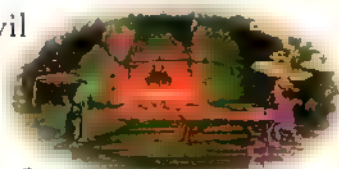
As fate would have it, only  
Simon can save it from a tyranny of  
evil. Armed with a sharp wit and a  
tongue to match, our reluctant



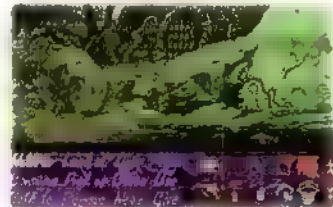
hero sets  
forth

Simon The Sorcerer is available for  
IBM and compatible computers.

on his quest. In a wacked-out world filled with  
beer-swilling trolls, a schizophrenic two-headed  
clerk, swamplings, werefrogs and more, he  
must acquire the knowledge of a sorcerer  
and defeat the evil  
wizard Sordid.



Discover a  
wondrously animated world. Unravel  
the mysteries of a puzzling plot. And  
beware that your biggest mistake  
would be  
missing all  
the fun of  
...Simon The Sorcerer!



**INFOCOM™**  
An Activision™ Company

Circle Reader Service #38

To order: see your local retailer or  
call 1-800-477-3650



man," provides the on-line help for the less musically inclined. Paramount Interactive, IBM with CD-ROM and Macintosh with CD-ROM (\$79.95).

**MovieSelect:** Tired of scanning endless shelves, wading through countless videos, searching for just the right flick to take home for the evening? If so, try viewing Paramount Interactive's *MovieSelect*, "The Intelligent Guide To Over 44,000 Videos." This guide is designed to assist one in quickly, easily and intelligently choosing videos prior to arrival



MovieSelect

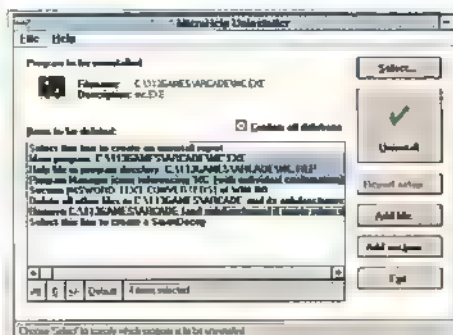
at the video store. The four main programs, *MovieSelect* Recommends, *Find It!*, *Hollywood Guide* and *Previews*, allow one to sift through its massive database (VideoLog Select, favored choice of video industry professionals) from an interface one would expect of Hollywood—hi-res, 256-color glitter and gold. *MovieSelect* Recommends provides a list of recommended videos based on user preferences; *Find It!* lets one search the video database by title, actor or director; *Hollywood Guide* provides direct access to information on movies, actors and directors; and *Previews* allows the user to view any of the 12 included QuickTime digital previews. *MovieSelect* provides quick search times and helpful assistance for the film fan. Paramount Interactive, IBM with CD-ROM and Macintosh with CD-ROM (\$59.95).

**QuestBusters: The Book of Clues:** After a long stint publishing the six-volume *Quest* for



Screenies

*Clues* series through Origin Systems, Shay Addams has struck out on his own with *QuestBusters: The Book of Clues*. The major change between this and the earlier *Quest for Clues* offerings is the lack of coded key words. Included previously as an added measure against "spoiling" one's gaming pleasure by inadvertently seeing the solution to one puzzle while looking for that of another, most gamers disliked the necessity of having to decipher these words in order to solve the puzzle addressed. The clue books actually became a puzzle in themselves. Thankfully, this coding is now just a faint memory. A new design in the layout of each walkthrough, highlighted and self-contained clue segments, serves to direct the reader's attention to the correct part of the walkthrough, preventing them from seeing the answers to puzzles encountered in other parts of the game.



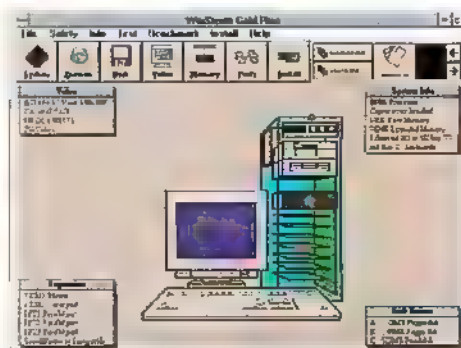
UnInstaller

*The Book of Clues* features solutions to 35 adventures, most of current vintage, including *Alone in the Dark*, *Betrayal at Krondor*, *Darkside of Keen*, *Freddy Pharkas*, *Realms of Arkania*, and *Ringworld*. Maps are included for those games requiring them. Adventurers will find a stocking full of help with this resource. Clue Book Express (\$18.95).

**Screenies:** Individuals! That's what we Americans are! Though we tend to express our individuality in odd outlets. Silly license plates, bumper stickers, tee-shirts, buttons, fancy hedge-trimming—it's all a part of the American way. Now you can assert your uniqueness and jazz up your computing environment with *Screenies*. *Screenies* are illustrated computer frames that attach to your monitor with Velcro strips. The available designs include Etch-a-Sketch, Howlin' Wolf, Drive-In Movie, Retro TV, Cat Box, and the office favorite, Ren and Stimpy. There are dozens of other designs as well, including two for the practical-minded: a dry erase border and a corkboard. They're a great gift idea for the stumped shopper. *Screenies*, 13", 14", and 15" monitors (\$11.95).

**Soloist:** When used in conjunction with a Sound Blaster card, a microphone, and any musical instrument that one can play, *Soloist* is an interactive lessons instructor and analyzer. It awards points for speed and accuracy as the user plays (or even sings) on key to match the notes on screen. It is even possible to use *Soloist* to help tune instruments. Since no MIDI interface is required, it works with virtually any instrument, and transposition is done automatically. A nice product, but for some of us, it would take a *miracle* to learn to play music better. Ibis Software, IBM (\$59.95).

**UnInstaller:** Okay, you've finished playing "Balls of Fire for Windows" and now you want to remove it from your system. Easy, right? Not necessarily. Cleaning up after messy Windows installations can be a troublesome and tiresome experience. Fortunately, MicroHelp has come to the rescue with *UnInstaller*, a handy housekeeping utility for the Windows user. Put simply, *UnInstaller* removes an application, all its files and all references to it, including WIN.INI, SYSTEM.INI, and ap-



WinSleuth Gold Plus

plication specific INI files. *UnInstaller* will even remove applications across a network server and all workstations on the network. Though it's not 100 percent foolproof, it's certainly a handy tool for the DOS dummies among us. MicroHelp, Inc. IBM with *Windows* (\$79.00).

**WinSleuth Gold Plus:** Windows gamers entering the multimedia generation are likely to encounter installation and configuration woes in making the transition to sound and CD-ROM capability. A handy tool to ease that move is *WinSleuth Gold Plus*, a utility that enables one to troubleshoot hardware and software running under *Windows*. Having trouble with DMAs and IRQs? Trying to fine tune system performance? *WinSleuth* will help get *Windows* squeaky clean. Dariana Software, IBM with *Windows* (\$189.00 SRP, \$99.95 introductory special through January 1, 1994). **CEW**



"I found this game exhilarating. Many a night the adrenaline was pumping and palms were sweating."

— Fred J. Philipp  
*QuestBusters*

"The skillful synthesis of full motion video digitized speech, CD audio quality soundtrack, and a pleasing variety of game play make *INCA* one of the finest multimedia games yet published."

— Stephen Poole  
*CD-ROM Today*

"a cinematic tour-de-force..."

—VideoGames & Computer Entertainment

# INCA™

## Multimedia CD

COKTEL VISION

Part of the Sierra® Family

See your local retailer or call:  
**(800) 757-7707**



# Holiday Buying Guide Index

3DI Productions, Inc.  
600 15th St.  
Manhattan Beach, CA 90266  
(800) 545-7677

Access Software  
4910 West Amelia Earhart Dr.  
Salt Lake City, UT 84116  
(800) 793-0073

Accolade  
5300 Stevens Creek Blvd.  
San Jose, CA 95129  
(800) 245-7744

Activision  
11440 San Vicente Blvd.  
Los Angeles, CA 90049  
(800) 477-3650

Advanced Digital Systems  
20204 State Rd.  
Cerritos, CA 90701  
(800) 888-5244

American Laser Games  
4801 Lincoln Rd. NE  
Albuquerque, NM 87109  
(800) 863-4263

Aristo-Soft, Inc.  
7041 Koll Center Parkway  
Pleasanton, CA 94566  
(800) 338-2629

Avalon Hill  
4517 Hartford Rd.  
Baltimore, MD 21214  
(800) 999-3222

Berkeley Systems  
2095 Rose St.  
Berkeley, CA 94709  
(510) 540-5535

Bright Ideas  
P.O. Box 22356  
Denver, CO 80222-0356  
(415) 332-7223

Brøderbund Software, Inc.  
500 Redwood Blvd.  
Novato, CA 94948-6121  
(800) 521-6263

Buffalo Products, Inc.  
2805 19th St. SE  
Salem, OR 97302  
(800) 345-2356

Capstone  
Airport Corporate Center  
7200 Corporate Center Dr., Suite 500  
Miami, FL 33126  
(800) 468-7226

CH Products  
970 Park Center Dr.  
Vista, CA 92083  
(619) 598-2518

Clear Software  
385 Elliot St.  
Newton, MA 02164  
(800) 338-1759

Cluc Book Express  
P.O. Box 85143  
Tucson, AZ 85754

Commodore Business Machines  
1200 Wilson Dr.  
West Chester, PA 19380  
(215) 431-9100

COMPUTE Publications  
324 West Wendover Ave., Suite 200  
Greensboro, NC 27408  
(919) 275-9809

Creative Labs, Inc.  
1901 McCarthy Blvd.  
Milpitas, CA 95035  
(800) 998-5227

Dariana Software  
5241 Lincoln Ave., B5  
Cypress, CA 90630  
(800) 892-9950

Davidson & Associates  
19840 Pioneer Ave.  
Torrance, CA 90503  
(310) 793-0600

D.C. Truc, Ltd  
1840 Oak Ave.  
Evanston, IL 60201-3686  
(708) 866-1864

Digital Media Labs  
47913 Fremont Blvd.  
Fremont, CA 94538  
(510) 438-9088

Domark Software, Inc.  
1900 South Norfolk St., Suite 202  
San Mateo, CA 94403  
(415) 513-8929

Electronic Arts  
1450 Fashion Island Blvd.  
San Mateo, CA 94404  
(415) 571-7171

GameTec  
2999 NE 191st St., Suite 800  
North Miami Beach, FL 33180  
(305) 935-3995

Humongous Entertainment  
P.O. Box 180  
13110 NE 177th Place  
Woodinville, WA 98072  
(206) 485-1212

Ihis Software  
140 Second St., Suite 603  
San Francisco, CA 94105  
(415) 546-1917

Id Software, Inc.  
(800) 434-2637

Impressions Software, Inc.  
222 Third St., Suite 0234  
Cambridge, MA 02142  
(617) 225-0848

Inline Software, Inc.  
308 Main St.  
Lakeville, CT 06039-1204  
(203) 435-4995

Interplay Productions, Inc.  
17922 Fitch Ave.  
Irvine, CA 92714  
(714) 553-6678

KOEI Corporation  
1350 Bayshore Hwy., Suite 540  
Burlingame, CA 94010  
(415) 348-0200

Lawrence Productions, Inc.  
1800 South 35th St.  
Galesburg, MI 49053  
(612) 665-7075

Legend Entertainment Company  
14200 Park Meadow Dr  
Chantilly, VA 22021  
(800) 658-8891

Logitech, Inc.  
6505 Kaiser Dr.  
Fremont, CA 94555  
(800) 732-2928

Logos Research Systems, Inc.  
2117 200th Ave. West  
Oak Harbor, WA 98277-4049  
(800) 87 LOGOS

LucasArts Entertainment Company  
P.O. Box 10307  
San Rafael, CA 94912  
(800) STAR WARS

Machiavelli Designs, Inc.  
2550 Ninth St., Suite 204  
Berkeley, CA 94710  
(800) 955-4634

Mallard Software, Inc.  
3207 Justin Rd.  
Flower Mound, TX 75028  
(214) 539-2575

Maxis Software  
2 Theatre Square, Suite 230  
Orinda, CA 94563-3346  
(800) 33-MAXIS

Media Vision, Inc.  
3185 Laurelview Cir.  
Fremont, CA 94538  
(800) 845-5870

THE HOTTEST 3-D ACTION SINCE WOLFENSTEIN

# BLAKE STONE

## ALIENS OF GOLD

**Terror has been unleashed!**

And now... the violence that plagues a distant research colony threatens the planet Earth.

As British military agent Blake Stone you're thrust into deadly combat against the malevolence of a mad scientist and the insidious mutant army under his command. Dr. Goldstern, driven by his insanity and bent on the annihilation of mankind, won't rest until he rules the known universe.

The forces of heroic good and villainous evil collide in this life-or-death struggle to control Earth's future.

Sign up to fight as Agent Blake Stone. The fate of humanity is in your hands!

Call Toll Free  
1-800-248-2121

For the cost of shipping and handling, only \$5.00, you'll receive Episode One, The Star Institute. Or download Episode One and pay no shipping and handling. Call the Software Creations BBS and check out the FREE Apogee file section. The BBS phone lines are:

• (508) 365-2359: 2400-BAUD

• (508) 368-4066: 9600-34.4K

• (508) 368-4067: 14.4K-56K

Apogee is a registered trademark of Software Creations, Inc. All other trademarks are the property of their respective owners.

CREATED BY

JOHN D. CARR

**APOGEE**

PARENTAL WARNING  
**PG-13**  
GRAPHIC VIOLENCE

Not recommended for Younger Viewers  
Due to Realistic Depictions of Violence

1995 by Apogee Software



3D texture-mapped  
reality in 256 color



on dozens of vicious  
opponents in combat



blasting  
near-blasting



## Holiday Buying Guide Index continued . . .

Megatech  
P.O. Box 11333  
Torrance, CA 90510  
(800) 258-MEGA

Ment Software  
13707 Gamma Rd.  
Dallas, TX 75244  
(800) 238-1277

MicroHelp, Inc.  
4359 Shallowford Industrial Pkwy  
Marietta, GA 30066  
(800) 922-3383

MicroLeague Interactive Software  
University Office Plaza, Suite 201  
Bellevue Building  
262 Chapman Road  
Newark, DE 19702  
(800) 334-6572

MicroProse Software Inc.  
180 Lakefront Dr.  
Hunt Valley, MD 21030-2245  
(800) 879-PLAY

Microsoft Corporation  
One Microsoft Way  
Redmond, WA 98052-6399  
(206) 882-8080

Mindcraft Software  
2291 W. 205th St., Suite 201  
Torrance, CA 90501-1451  
(310) 320-5214

Morgan Interactive, Inc.  
41 Sutter St., Box 1158  
San Francisco, CA 94104  
(415) 693-9596

New World Computing  
20301 Ventura Blvd., Suite 200  
Woodland Hills, CA 91364  
(818) 999-0606

Origin Systems Inc.  
P.O. Box 161750  
Austin, TX 78716  
(800) 245-4525

Panasonic  
One Panasonic Way  
Secaucus, NJ 07094  
(201) 348-9090

Papyrus Publishing  
35 Medford Street  
Somerville, MA 02143  
(617) 868-5440

Paramount Interactive  
700 Hanson Way  
Palo Alto, CA 94304  
(415) 813-8055

Philips Interactive Media of America  
11111 Santa Monica Blvd.  
Los Angeles, CA 90025  
(800) 845-7301

Psychosis, Ltd.  
675 Massachusetts Ave.  
Cambridge, MA 02139  
(617) 497-7794

Quadrangle Software Corporation  
305 E. Eisenhower Parkway, Suite 208  
Ann Arbor, MI 48108  
(313) 769-1675

Readysoft, Inc.  
30 Wertheim Ct., Suite 2  
Richmond Hill, Ontario, L4B 1B9  
Canada  
(416) 731-4175

Realism Entertainment  
6N522 Pine Street  
Bensenville, IL 60106-1209  
(708) 595-7487

Revell-Monogram, Inc.  
8601 Waukegan Rd.  
Morton Grove, IL 60053  
(708) 966-3500

Sanctuary Woods Multimedia Corp.  
1875 South Grant St.  
San Mateo, CA 94402  
(415) 578-6340

Screenies  
18971 Sonoma Hwy.  
Sonoma, CA 95476  
(707) 939-6060

ScreenMagic  
820 Florida St.  
San Francisco, CA 94110  
(415) 648-8056

Sierra On-Line, Inc.  
P.O. Box 485  
Coarsegold, CA 93614  
(800) 757-7707

Sigma Designs  
47900 Bayside Parkway  
Fremont, CA 94538  
(800) 845-8086

Spectrum HoloByte  
2490 Mariner Square Loop  
Alameda, CA 94501  
(800) 695-GAME

Strategic Simulations, Inc.  
675 Almanor Ave., Suite 201  
Sunnyvale, CA 94086-2901  
(800) 245-4525

Strategic Studies Group, Inc.  
8348 Monticello Dr.  
Pensacola, FL 32514  
(904) 469-8880

SWFIE International, Ltd.  
P.O. Box 219  
Rockland, DE 19732  
(302) 234-1750

The Software Toolworks  
60 Leveroni Ct.  
Novato, CA 94949  
(415) 883-3000

Three-Sixty Pacific, Inc.  
2105 S. Bascom Ave., Suite 165  
Campbell, CA 95008  
(409) 776-2187

Time Warner Interactive Group  
2210 Olive Ave.  
Burbank, CA 91506  
(818) 955-9999

T.S. MicroTech  
20818 Higgins Ct.  
Torrance, CA 90501  
(800) 959-9419

Tsunami Media, Inc.  
P.O. Box 790  
Coarsegold, CA 93614  
(209) 683-9283

Twin Dolphin Games, Inc.  
220 Twin Dolphin Dr., Suite B  
Redwood Shores, CA 94065  
(415) 637-9300

United Pictures  
1323 East Broadway, Suite 301  
Glendale, CA 91205  
(818) 502-0211

Viacom New Media  
648 S. Wheeling Rd.  
Wheeling, IL 60090  
(708) 520-4440

Velocity Development  
Four Embarcadero, Suite 3100  
San Francisco, CA 94111  
(415) 776-8000

Villa Crespo  
P.O. Box 1818  
1725 McGovern St.  
Highland Park, IL 60035  
(800) 521-3963

Virgin Interactive Entertainment  
18061 Fitch Ave.  
Irvine, CA 92714  
(800) VRG-IN07

Walt Disney Computer Software, Inc.  
500 South Buena Vista St.  
Burbank, CA 91521-6385  
(818) 973-4015

Westwood Studios  
3540 West Sahara Ave., #323  
Las Vegas, NV 89102  
(800) 874-4607

Yamaha Corporation of America  
P.O. Box 6600  
Buena Park, CA 90622-6600  
(714) 522-9011

CGW

# In Search Of...

# The Ultimate Game Machine

## CGW Explores The Mysteries Of Hardware And Compares Two "GameFrames"

by Paul C. Schuytema

Today's hottest games require more than just our own wetware to solve their mysteries; they also feed voraciously on hardware, hungry for MIPS, megabytes and megahertz. With the technological ante being raised every time we take a breath, it's hard to determine how much of a machine we need to handle the processing tasks of today as well as tomorrow. Reading *CGW* regularly will provide you with much needed guideposts, and currently, all fingers point to a 486-66 MHz system as the basic platform of choice. Add to that as large a hard drive as possible, a sound card, VL-Bus video, a large, crisp monitor, and a CD-ROM drive, and you have assembled a serious PC game machine.

Beyond the basics, what are the differences between systems? How do they perform on the field of battle? That, good readers, is my task for this day. Sitting on my old oak desk are two of the hottest 486 systems you can purchase: a Gateway 4DX2-66V and a Falcon Mach 5. I've worked with both, and they are both excellent, quality computers, light years beyond the old 8088s of only a few years back.

But how they perform head-to-head is a question that I have yet to answer, and as I write these words (on my trusty no-name 486-33), I have no conception as to which machine will be the champion of champions. We will journey down that road together, and as I load each system with the most voracious, power-hungry game software available, I'll ask more out of these two computers than NASA asked out of its mission control computers when we put a man on the moon.

Time to dim the lights, warm up their heavy-duty power supplies, plug in my flightsticks, and let the games begin.

In one corner, weighing in at \$2,995, is the Gateway 4DX2-66V. Included is a 486-66MHz processor, 16MB of RAM, one 3.25" floppy drive, and a Sony 150KB/second CD-ROM drive with an integrated CD tray. The motherboard features a VL-Bus which hosts an ATI Ultra XLR graphics accelerator with 1MB of onboard memory. It ships with Gateway's 15", non-interlaced, Crystalscan moni-

tor, and a local-bus IDE interface (for controlling the hard drive). The hard drive is a 424MB Western Digital drive with built-in 128K cache buffer. *[At press time, we were informed that this system now includes a double-speed CD-ROM drive --Ed.]*

In the other corner, weighing in at \$2,817 is the Falcon Mach 5. It is a 486-66MHz computer, sporting 4MB of onboard RAM with a 5.25" and 3.5" floppy drive and "drawer-style" 150KB/second CD-ROM drive. The motherboard also features a VL-Bus, which supports a Genoa 8500VL graphics accelerator (1MB of memory) as well as a VL-Bus floppy, serial and parallel controller card. I tested the system with the optional MAG 15" non-interlaced monitor. The hard drive is 212MB. Also included with the Falcon Mach 5 is a CH Gamecard III and Flightstick Pro, and a Sound Blaster Version 2.0 with additional RCA out-jacks, and a pair of self-powered speakers.

That's the tale of the tape, but what does it all really mean? First, let's look at the processor. The processor, or Central Processing Unit (CPU) is the heart and soul of the computer, the neural center of all your computer's activity. A 486-66MHz processor is the best and brightest of the 486DX line of CPUs from Intel, supporting over 1.2 million transistors in a single chip and able to process well over 40 million instructions per second. A 486 CPU, whatever the speed, is a 32 bit chip, meaning that it can handle its information in chunks of 32 bits of binary data. The 486 also features another integrated chip, a floating-point processor, which handles all of the complicated math tasks of the computer. 486SX chips are essentially 486DXs, except that the integrated floating point processor has been disabled. You may also see 486 computers advertised as SLC chips. This is a term used to indicate non-Intel 486 clones, the most popular of which is the Cyrix 486SLC. The SLC is essentially a clone of the 486SX, but engineered for a lower power drain and designed for the limited power environment of laptop computers.

Both of the computers facing each other in this feature are DX2 chips, which are Intel's "speed doubler" chips. Essentially, they are 486-33MHz chips which have had their internal clock speed doubled



Falcon Mach 5

CONFIGURATION: 486 66MHz, 4MB RAM, 250MB Hard Drive, Mitsumi CD-ROM drive, 3.5" & 5.25" floppy drives, Genoa 8500VL graphics accelerator with 1MB VRAM, 14" Super VGA monitor, mouse, keyboard, DOS 6.0, CH Flightstick Pro, CH Gamecard III, Sound Blaster Version 2.0, powered speakers.  
COST: \$2,499

OPTIONAL ACCESSORIES TESTED: MAG 15" non-interlaced monitor (\$317)  
MANUFACTURER: Falcon Northwest  
263 S. Bayshore Drive  
Eugene, OR 97420  
(800) 258-6776



to 66MHz. "MHz" is a term which refers to millions of cycles per second and is used to rate a CPU's internal crystal clock, which keeps the chip in sync and running smoothly. While somewhat of an abstract term, a processor with a higher MHz rating will be a faster processor.

Probably the next most important feature of these two systems is the VL-Bus. A bus is a data-channel which allows the CPU to communicate with the rest of the computer's components. For years, the dominant bus has been the ISA (Industry Standard Architecture) bus, a slow, 16-bit bus which generally runs at 8 MHz. This is fine for such things as modems, but is a major bottleneck for video and hard drives. A local bus breaks this limitation by providing a direct path from the CPU to certain components of a system, such as a video controller. While local buses have been around since the "dawn" of computers, desktop local buses have only really surfaced in the last few years. The problem was that, up until very recently, there was no set standard, so a local bus video card that would work on one system wouldn't be guaranteed to work on another. The VL-Bus is changing that by providing an industry standard bus configuration. The bus is named for the VESA (Video Electronics Standards Association) developed constraints and restrictions, which limits the bus speed to around 40 MHz, with no more than three VL-Bus components on a system. VL-Bus components can also perform a feat known as "bus mastering," in which they actually take precedence over the CPU for a time to perform a given function. In the near future, the PCI Bus, developed as a result of a push from Intel, might give the VL-Bus a run for its money, but for now, the VL-Bus is the safe, high-performance road to take.

Another important concern for game players is the monitor itself. Large is definitely better, and a 15" monitor feels far superior to a 13" or 14" model. A non-interlaced model is the way to go, since it means that the electron beam which creates the display redraws the entire screen each pass (as opposed to an every-other approach on interlaced monitors), which eases flicker and eyestrain, and greatly improves the image's clarity.



Gateway 4DX2-66V

CONFIGURATION: 486-66MHz, 16MB RAM, 424MB Hard Drive, Sony CD-ROM drive, 3.5" floppy drive, ATI Ultra XLR VL-Bus video accelerator with 1MB VRAM, 15" Crystalscan monitor, mouse, keyboard, DOS 6.0, Windows 3.1, choice of application software  
 COST: \$2,995  
 MANUFACTURER: Gateway 2000  
 610 Gateway Drive  
 P.O. Box 2000  
 North Sioux City, SD 57049  
 (800) 846-2000

Now that we have defined our terms and know the stats of each system, it is time to put them to the test. First, we'll look at some "dry" numbers that indicate benchmark performances in areas important to game players. The first test is hard drive performance, which will indicate the rate at which a drive can read and send data to the CPU (the data-throughput), the amount of time it takes a hard drive to find and access a particular piece of data (the average seek-time), and an overall performance rating.

## Road Work (Data Throughput)

### Hard Drive Performance (with Smartdrive disk caching)

	Transfer Rate	Seek Time	Performance Index
Falcon Mach 5	3,466 KB/sec	13.8 ms	24.8
Gateway 4DX2-66V	2,838 KB/sec	11.7 ms	21.6
486 33 MHz "generic" clone	1,215 KB/sec	16.9 ms	10.5
386 40 MHz "generic" clone	1,082 KB/sec	12.8 ms	10.7
"Ancient" IBM/XT	85 KB/sec	79.0 ms	1.2

In these tests, the Falcon's victory in the data-throughput test is a result of the VL-Bus disk controller, which allows large amounts of data to move very, very quickly from the disk to the CPU and memory. The Gateway's edge on seek time is due to the hard drive's integrated 128K cache buffer.

## Conditioning (Basic Performance)

The next test indicates basic levels of computer performance using an IBM/AT with a 6MHz 80287 math coprocessor as a benchmark system. In this test, the video test indicates not the frame rate of the video, but rather the raw speed in which information can be transferred from the CPU to the graphic card's video memory. The CPU and FPU tests indicate how fast the imaginary IBM/AT would have to operate to equal the performance of the tested systems.

### System Performance

	CPU Speed	CPU Test	FPU Test	DOS Text Speed
Falcon Mach 5	66.7 MHz	222.9 MHz	544.8 MHz	13,284 chrs/ms
Gateway 4DX2-66V	66.9 MHz	223.4 MHz	546.7 MHz	7,801 chrs/ms
486 33 MHz "generic" clone	33.4 MHz	111.5 MHz	272.4 MHz	3,130 chrs/ms
386 40 MHz "generic" clone	40.2 MHz	59.6 MHz	no FPU	2,386 chrs/ms

Benchmark software: Landmark Version 2

At the most basic levels, the Falcon and Gateway are dead even until we come to the video data performance. The Falcon motherboard's VL-Bus and the Genoa card are able to transfer raw data at nearly twice the speed of the Gateway.

This discrepancy brings us to our next test, which indicates how quickly the systems can display three-dimensional polygon information in real-time animation. While the data transfer test is more abstract, this Superscape (a well-known virtual reality development company) test more accurately represents the tasks the computers will be asked to perform in the heat of intensive gameplay.

### Superscape Three Dimensional Frame Rate Test (times given are in seconds)

Falcon Mach 5	with Genoa accelerator	41.6
Gateway 4DX2-66V	with ATI accelerator	45.4
486 33 MHz "generic" clone	with Diamond Stealth accelerator	15.3
386 40 MHz "generic" clone	without accelerator	13.3

While the Falcon system could transfer video data much faster than the Gateway, the ATI card in the Gateway was more adept at processing the information into an actual image we can see. Both perform light-years beyond the "king of the heap" video accelerator of only 18 months ago, and phenomenally better than a non-accelerated video display system.

### The Thrillah With Vanilla (Main Event)

While these tests clearly show the two systems to perform well beyond standard 486 systems, we haven't seen how their stamina holds up to the excruciating demands of game software. For this bout, the systems met head-to-head at center ring with identical, optimized config.sys and autoexec.bat files which maximize the amount of free conventional memory, and are "vanilla" systems, meaning that nothing is loaded except the drivers necessary to access such things as the CD-ROM drives and sound cards.

I should note that the Gateway does not include a sound card (though it does have a Sony CD-ROM controller card which provides CD-ROM sound). I installed a Sound Blaster Pro in the Gateway, and used the same set of studio monitors (not those included with the Falcon, which are a little low on bass-response for my tastes) for both systems. I used the same CH Flightstick Pro on each system, but on the Falcon, I plugged the joystick into the dedicated controller card, while on the Gateway, I used the port on the Sound Blaster card (the Gateway does not include a game port). Those disclaimers aside, I set out several hours and installed *X-Wing*, *Strike Commander*, *Links 386 Pro* and *7th Guest* on both systems to see how they would play.

#### Round 1 (*X-Wing*)

First, I dimmed the lights and brought up *X-Wing*, and performed my test of entering the first training mission, accelerating to full power, heading through the first four gates, then performing a double roll before entering the fifth gate. This test not only required CPU intensive polygon calculations, but also required hard disk access to move from the training room to the first mission. The Gateway performed the flight in 22 seconds while the Falcon came in close at 23 seconds.

#### Round 2 (*Strike Commander*)

Next, I dropped my blaster helmet and slid into my khakis and loaded up *Strike Commander*. I set up a dogfighting training mission with five ace bogies (MiG-21s) coming at me at 15,000 feet. I timed not only the time to load the mission (from the armament screen) but also the time it took to accelerate to 500 knots and then execute two and a half snap rolls. The Falcon performed the run in 35 seconds while the Gateway took 40 seconds. I should note that *Strike Commander* is probably the most hardware-intensive game yet released, and loading the mission took the brunt of the time. Both systems performed the snap rolls so quickly that I had to shake back a bloody nose and a potential "red-out."

#### Round 3 (*Links 386 Pro*)

Sloughing my khakis for some plaid polyester pants, I headed for *Links 386 Pro* and the second hole at the Belfry, in North Warwickshire, England. On both systems, I set all levels of realism to maximum (overkill, really, since who needs to see every needle on a pine tree 300 yards away?), and simply recorded the time it took to render the second hole's panoramic scenery (I chose the second hole instead of the first since *Links 386 Pro* loads trees and other objects into memory the first time it renders a course, so the first hole is always a slow draw). The Gateway stole the show, rendering the scene in 5 seconds, while

it felt like the Falcon struggled a bit as it took 11 seconds to draw the scene. Since *Links 386 Pro* is one of the handful of programs that actually make use of more than 4MB RAM, and since the Gateway system sports a whopping 16MB, the performance difference can easily be attributed to this extra RAM. I should mention that to run *Links* on the Gateway, I first had to run ATI's VESA-mode emulator program from the DOS prompt.

#### Round 4 (*The 7th Guest*)

Finally, I showered and neatly folded my warwick plaids and lit up a nice calabash pipe, took a mellow puff, and picked up a sweet, though hauntingly disturbing Victorian porcelain doll. I loaded up *7th Guest*. In the Stauff mansion, I simply recorded the time it took to ascend the eerie blue marble stairway up to the second floor. The Falcon won out at 14 seconds while the Gateway nosed in second at 16 seconds for the long climb. While the Gateway's extra RAM allows it to crunch the video numbers more quickly, *7th Guest* reads its video directly off the CD-ROM, and it seems that the Falcon's CD was able to deliver the data faster. Of all the games I installed, I only had problems with the *7th Guest* on the Falcon, which required some tweaking and reinstallation even with the Genoa fix provided by Trilobyte.

### Split Decision

As you can see, performance wise, both machines fared nearly equally in the field of play. As for my subjective impressions, both were dream-machines, full of enough power for every game I threw their way. The quality of the video was an absolute toss-up, both producing rich, gorgeous displays, and with the Sound Blaster installed in the Gateway, both sounded as good as I had hoped.

Can I pick a winner? Well, it depends on what you really want to do with your steroid-fueled game computer. If you want a computer to double as a nine-to-five system, and you run a lot of Windows applications, I would have to recommend the Gateway. The ATI graphics card is set up to run Windows better than the Genoa card installed in the Falcon, Windows is included, and the mouse is genuine Microsoft.

On the other hand, if you want to go all-out for games, the Falcon is the best bet for your money. You get a better monitor (the MAG monitors, both 15" and 17", are *PC Magazine* Editor's Choice winners), and a bundled joystick, high-speed game card, speakers and sound card. Though, I will say, the Focus keyboard included with the Falcon feels cheap compared to the "liquid touch" of the Gateway *Anykey* keyboard.

If you are looking purely at the dollar signs, the Mach 5 and the 4DX2-66V finish in a dead heat, value-wise. While the Mach 5 is \$178 lower in price and includes over \$200 worth of gaming accessories, the 4DX2-66V offers 12 additional MB of RAM, a hard disk almost twice the size, Windows software, and a choice of one "real world" application program.

The bottom line, though, is that both of these systems are the best of the best, and I'd bet that whichever you purchased, you'd be very satisfied with the ability to fly immelmans around nearly every other computer on the planet. Though "ties are like kissing your sister," we hope this comparison at least gave you a better understanding of the factors involved in a gaming hardware purchase and made you better-armed for the hardware wars. **CGW**



# BEST OF THE REST

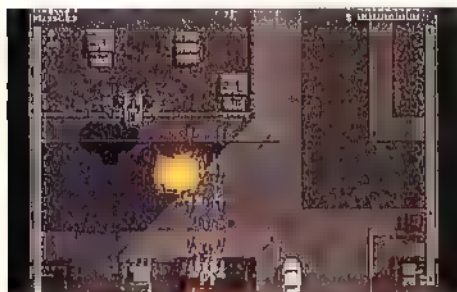
## Stocking Up On Holiday Joy With Our Holiday Shareware Picks

by Chuck Miller

As we enter the Holiday season I thought I'd offer my own abbreviated Buying Guide of excellent shareware titles to stuff in your favorite person's stocking. Because of space constraints, I have limited the focus to three of the shareware industry's highest caliber publishers: Apogee Software, Epic MegaGames and Software Creations. All of the following titles are highly recommended, and most are more reasonable than retail for any Scrooges in the crowd.

### Reaching the Apogee

A steady stream of entertaining and playable games have flowed from the prolific shareware fountain known as Apogee Software. Their only significant failing has been the continued use of EGA images in a VGA world. Thankfully, this has changed with the release of four new games: *Halloween Harry*, *Duke Nukem 2*, *Blake Stone 3D* and *Raptor*; *Call of the Shadows*, the latter two being the most significant of these new offerings. While I intended to cover both *Blake Stone 3D* and *Raptor*, I was unable to coax my beta of *Blake Stone* to run (it arrived the day this column was due). So, I will limit my coverage to that of *Raptor*.



Raptor

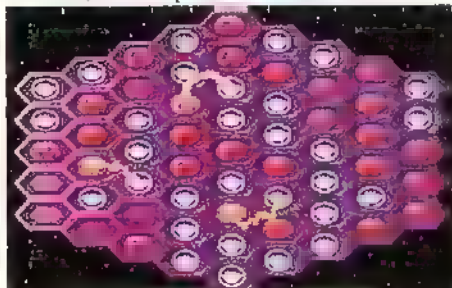
Simply put, *Raptor* is Apogee's most professional and competent release since their publishing of Id's *Wolfenstein 3D*. A top-down perspective, vertical scrolling shooter, *Raptor* offers a look familiar to players of *Xenious* and *Sidewinder*, sporting smooth animation and high quality VGA graphics. One begins each mission from the Hanger Deck where, before departing for battle, pilots register in the Locker Room (entering their name and selecting from one of several portraits) and

equip their fighters from the Supply Room. When ready to depart, the player begins mission one (two additional missions are available upon registration). Each mission consists of nine or ten levels of wave after wave of attacking ships with a final "boss" ship at the end of each level.

In addition to the exceptional 256-color VGA graphics, a substantial audio sound-track is provided, as are the requisite digitized sound effects. Major sound boards are supported, including support for General MIDI. Those wishing to enlist with *Raptor*, as well as check out other new titles from Apogee should contact Apogee Software, P.O. Box 476389, Garland TX 75047 or call (800) GAME123 (MasterCard, VISA and Discover accepted). *Raptor* is \$34.95 plus \$5.00 shipping and handling and is due for release in early December. Action aficionados will find it a holiday treasure.

### Such Wonderful Software Creations

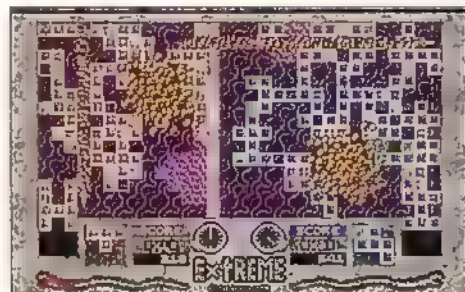
My favorite of three new titles from Software Creations is *Hexxagon*, and its registered sister *Hexxagon II*, developed by Argo Games. Similar to *Thromulus* and *Spot*, *Hexxagon* is a turn-based, animated strategy game of conquest. Pitting two players against each other (human vs. human or human vs. computer), *Hexxagon* requires that you obtain and control more hexes on the playing field than your opponent in order to win. Each player begins with three hexes and seeks to acquire more by moving or jumping to adjoining vacant hexes, or by landing next to an opponent's hex(es) and consuming their piece(s), replacing it or them with their own (cell mutation, of sorts). This process continues until all



Hexxagon

hexes are occupied, with the winner holding the most territory. While play is simple, *Hexxagon* is an extremely addictive game, more so than many similar titles.

This shareware gem features 256-color VGA graphics, Sound Blaster sound effects, multiple difficulty settings, and an easy-to-use interface. A built-in board editor allows the player to construct his or her own board designs, with the ability to save five favorite configurations. *Hexxagon* is one of the best stocking stuffers around for both the strategy gamer and for those who normally don't play strategy titles. It is available for \$20, plus \$2 shipping and handling. Upon receipt of payment, *Hexxagon II* will be mailed to all registered owners. I highly recommend it.



Squeez Deluxe

*Squeez Deluxe*, the second game from Software Creations, is another strategy title. The goal of this strategy puzzler, which has a *Tetris*-like feel, is to race against the clock or stay ahead of your opponent in the process of building "square" (square blocks of tiles, as the name implies). What makes this puzzle game interesting, though, is the variety of pieces used. Sporadically, hazardous chemicals, missiles, bombs, spikes, and other bizarre items appear in one's pieces, making placement a critical matter. Forming a square containing one of the special pieces activates it. Speed also plays a factor, rewarding faster players with more points. Three levels of play help spice up the action: Basic mode for traditional puzzle gamers, Normal mode offering a balance of special tiles, and Extreme mode filled with bizarre tiles and surprises.

Support is provided for one or two players. In addition, *Squeez Deluxe* requires VGA graphics and 640K RAM, and features Ad



# CHIPS & BITS

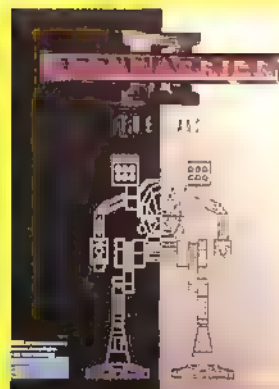
PO Box 234  
Rochester VT 05767  
Call 800-599-4263  
Int'l 802-767-3033  
Fax 802-767-3382  
S-10006

Visa & MC Accepted. Checks Held 4 Weeks. Money Orders Treated as Cash. Most Items Shipped Same Day. Shipping Times not guaranteed. Check compatibility before you buy. Defectives replaced with the same product. **ALL SALES FINAL**

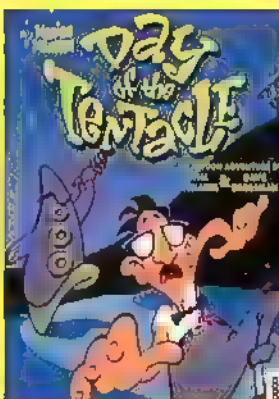
Shipping to US, PR, AK, HI, APO, & FPO \$3 per order. Air Mail to Canada \$5 per order. 2 Business Day Air \$5 per order. PR, HI \$12 1st item + \$2 ea add'l. AK \$19 1st item + \$2 ea add'l. Europe, S. America Air Mail \$19 1st item + \$6 each add'l. Asia, Australia, Africa Air Mail \$25 1st item + \$6 each add'l. **Handling \$2 per shipment**



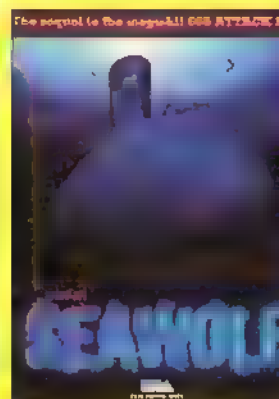
**IRON HELIX CD**  
You are out gunned and on the run from a deadly defender robot with only your wits to prevent intergalactic war. Your mission: destroy the doomsday weapon on board a derelict spaceship. Iron Helix combines fluid nonstop action with stunning photo realistic 3-D graphics and a dynamite soundtrack. **\$60**



**'MECHWARRIOR 2'** Climb into one of 16 Battle Mechs and prepare to set your imagination on fire. You're strapped into a 100-ton machine that can annihilate a squadron of F 15s in a heartbeat. And you're about to battle your way across the planetary terrain. From ice to desert to urban land. **\$42**



**'DAY OF THE TENTACLE'** Dr. Fred's mutated purple tentacle is out to take over the world. Travel through time with three outrageous characters. CD ROM version has full digitized speech. Features the voice of Richard Sanders who played Les Nesman on WKRP. Floppy Disk **\$39** CD-ROM **\$44**



**'SSN-21 SEA WOLF'** is the sequel to the smash hit 688 Attack Sub. A crisis has erupted and fighting between the US and Russian's navy has occurred. As the commander of the SSN-21, you are ordered into battle to destroy the fleet. Features over one hundred 16-bit digital true stereo effects. **\$52**

## IBM HARDWARE

Acoustic Research P22 \$79  
Acoustic Research P42S159  
Acoustic Research P570S319  
Acoustic Research P622S239  
AdLib Sound Card \$34  
AdLib Gold Sound Card \$99  
AdLib Programmer's Man \$6  
Adv. Gravis Ultrasound \$129  
Champ Joystick \$19  
Flight Stick Joystick \$36  
Flight Stick Pro Joystick \$57  
Game Card 3 Automatic \$39  
Labtec 105 Pow. Speak \$21  
Maxx Cobra Flightstick \$54  
Maxx Control Yoke \$54  
Maxx Rudder Pedals FLTS39  
Media Concept \$59  
PC Symphony \$37  
Pilot Control Stand \$20  
Pro Audio Spectrum 16S149  
Pro Audio Spectrum Plus \$129  
Rudder Pedals Driving \$39  
Sony SRS7 Speakers \$9  
Sony SRS9 Speakers \$16  
Sound Blaster 16 ASP \$219  
Sound Blaster Deluxe \$89  
SBlast!r Discovery 16 \$469  
SBlast!r Discovery 8 \$399  
SBlast!r Entertainment 16S519  
SBlast!r Entertainment 8S448  
SBlast!r Power Speaker \$24  
Sound Blaster Pro Dlx \$124  
Snd Blaster Voice Editor \$54  
Sound Galaxy BX2 \$65  
Sound Galaxy NX2 \$79  
Sound Galaxy NXPRO \$119  
Snd Galaxy NXPRO 16S169  
Snd Galaxy Multimedia \$399  
Snd Galaxy 16 MMedia \$499  
Sound Machine \$94  
Sound Star Sound Enh. \$9  
Thrustmaster Driving CS \$99  
Thrustmaster FCS Pro \$99  
Thrustmaster Flight CS \$59

## IBM HARDWARE

Thrustmaster Game Card \$27  
Thrustmaster Rudder CS \$99  
Thrustmaster WCS II \$94  
Video Blaster \$349  
Virtual Pilot \$69  
Voice Blaster \$64

## IBM SIMULATION

A.T.P. Flight Simulator \$19  
A.T.A.C. \$30  
A10 Avenger 1993 \$46  
A320 Airbus \$44  
AH-64 Helicopter \$46  
Aces Over Europe \$41  
Aces Europe Mission 1 \$27  
Aces Europe Mission 2 \$27  
Aces of the Pacific \$42  
Aces Pacific Mission 1 \$27  
Aces of the Deep \$42  
Air Duel \$34  
Air Warrior SVGA \$35  
Aircraft Scenery Design \$35  
Airport Facilities Dir. \$12  
Allied Forces \$9  
Armour Geddon \$32  
Armoured Fist \$52  
Assignment Miami \$26  
Attack Pack \$42  
B17 Flying Fortress \$24  
Battle Command \$6  
Birds of Prey \$32  
Blue Max Aces Great War \$6  
Car and Driver \$26  
Card na. of the Kremlin \$6  
Coaster \$32  
Conqueror Multi Tank \$6  
Crash Course \$9  
Cyber Race \$42  
Das Boot Submarine \$9  
Delta V \$48  
Design Your Own RR \$19  
Elite Plus \$19

## IBM SIMULATION

Eye of the Storm Flt Sim \$29  
F117A Stealth Fighter \$42  
F15 Strike Eagle 1 \$7  
F15 Strike Eagle 2 \$15  
F15 Strike Eagle 2 Scen \$17  
F15 3 Aces Pax \$49  
F15 Strike Eagle III \$41  
F19 Stealth Fighter \$12  
F40 Pursuit Simulator \$31  
Falcon 3.0 \$48  
Falcon 3 Scen 1 \$24  
Falcon 3 Scen 2 Mig 29 \$33  
Falcon AT \$16  
Fire & Forget 2 \$30  
Fire Defender \$48  
Flight Planner \$24  
Flight Simulator 4.0 \$42  
Flight of the Intruder \$15  
Fly the Grand Canyon \$39  
Grand Canyon Scenery \$16  
Grandest Fleet \$36  
Great Naval Battles \$44  
GNB America in Atlantic \$21  
GNB Super Ships of Atl. \$19  
GNB Scenario Builder \$28  
Gunship \$12  
Gunship 2000 \$37  
Gunship 2000 Scen Disk \$24  
Harrier Assault \$32  
Harrier Assault SVGA \$48  
Hawaiian Odyssey \$16  
Heatwave \$6  
Heroes of the 357th \$15  
HoverForce \$31  
Hyperspeed \$12  
Indy Car Racing \$48  
Instrument Pilot Scen E \$59  
Instrument Pilot Scen W \$49  
Japan Scenery Disk \$19  
Jet Fighter 2.0 \$39  
Jet Fighter 2.0 Miss Disk \$19  
Jump Jet \$39  
Jump Jet Aces Pack \$50  
Killing Cloud \$6

## IBM SIMULATION

Knights of the Sky \$29  
Life and Death \$19  
Life and Death 2 \$24  
Lightspeed \$9  
Man's Exp Speech Pak \$19  
Man's Experimental Flt \$28  
Maximum Overkill \$43  
Max Overkill Mission 1 \$28  
Max Overkill Mission 2 \$28  
Max Pac \$19  
Mediawar 2 \$42  
MegaFortress \$12  
Megalotress Mission 1 \$26  
Megalotress Mission 2 \$26  
Megalotress Mega Pak \$38  
Miami Enforcer \$39  
Microsoft Flight Sim 5.0 \$49  
Mig 29 Fulcrum \$32  
New Facilities Locator \$12  
Orbits \$37  
Pacific Strike \$52  
Power Boat Simulator \$39  
Power-Hits BattleTech \$32  
Power Politics WIN \$19  
Privateer \$52  
Raptor \$29  
Reach for the Stars \$31  
Red Baron VGA \$36  
Red Baron Mission Disk \$24  
Red Storm Rising ODCPS \$12  
Sailing Instructor Pack \$239  
Sailing Simulator 3 \$42  
Sailing Sim 3 East Coast \$32  
Sailing Sim 3 West Coast \$32  
Sailing Simulator Set A \$19  
Scenery Collection Set B \$34  
Scenery Collection California \$19  
Scen Colln Great Britain \$19  
Scenery Enhance Editor \$21  
Sea Wolf \$52  
Sea Team \$42  
Secret Weapon Luftwaffe \$34  
Shuttle \$26  
Silent Service 2 \$19

## IBM SIMULATION

Sky Chase \$9  
Speed Racer \$36  
Strike Commander \$46  
Strike Com. Speech Pak \$18  
Stunt Driver \$15  
Stunt Island \$36  
Sub War 2025 \$42  
Syndicate \$33  
Tank \$16  
Task Force Admiral Pack \$52  
Team Yankee \$19  
Team Yankee 2 \$24  
Test Drive 2 \$30  
Test Drive 2 Collection \$19  
Test Drive 2 Euro Chal. \$6  
Test Drive 2 Muscle Car \$12  
Test Drive 2 Supercars \$12  
Test Drive 3 \$29  
Test Drive 3 Road & Car \$12  
Thunderhawk \$9  
Tie Fighter \$48  
Top Gun Danger Zone \$20  
Tornado \$48  
Traction 2 \$29  
Traction 2 WIN \$34  
Traction WIN \$28  
Ultrabots Sanction Earth \$36  
Voice Command F117A \$18  
Voice Command F15SE \$318  
Western Europe Disk \$9  
Wing Commander \$19  
WC Secret Miss 1 & 2 \$20  
Wing Commander Dlx \$48  
Wing Commander 2 \$48  
WC 2 Operation 1 or 2 \$22  
WC 2 Speech Mod \$13  
Wing Commander Acad. \$34  
Wo Pack \$15  
World Circuit \$32  
World Circuit Champ Ed. \$45  
X-Wing \$38  
X-Wing Mission Disk 1 \$20  
X-Wing Mission Disk 2 \$20  
Yeager's Air Combat \$21

## IBM CD ROM

12 Roads to Gettysburg \$48  
7th Guest \$54  
7th Guest 2 11th Hour \$65  
A Christmas Carol \$18  
Adult Reference \$24  
Adv. of Brad Stallion \$39  
Adv. of Willie Beamish \$39  
Aegis: Guardian of Fleet \$54  
Aesop Multi-media Fable \$30  
Airworks Music Library \$34  
Alone in the Dark \$49  
American Vista \$52  
Americans in Space \$41  
Anabel Dream Anc Egypt \$52  
Atlas Pack \$71  
Atlas of U.S. Presidents \$26  
B17 w/ Silent Service 2 \$42  
Backroad Racers \$43  
Battle Chess \$46  
Bue Force: Next of Kin \$44  
Bodywork: Adv Anatomy \$52  
Brijannica Family Choice \$64  
Busby Babes \$32  
Buzz Aldrin Race Space \$59  
California Travel \$9  
Campaign \$35  
Castles 2 \$50  
Chessmaster 3000 \$46  
Conan \$21  
Conquest Robin Hood \$42  
Conspiracy \$45  
Crossword Cracker \$50  
Curse of Enchantment \$26  
Cyber Space \$38  
Day of the Tentacle \$45  
Deep Throat \$42  
Desert Storm \$32  
Discoveries of the Deep \$37  
Don Quixote \$24  
Dracula \$48  
Dracula Unleashed \$51  
Dragon's Lair \$36  
Dune \$54  
EcoQuest \$42

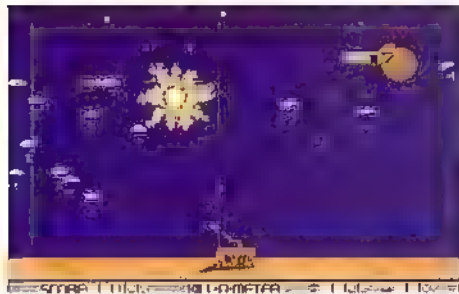


Lib/Sound Blaster compatibility. Twenty bucks plus \$2 shipping and handling delivers the registered version featuring many game enhancements.

Gamers with greater action in mind should check out *Night Raid* (Argo Games), an arcade shoot 'em up where you must defend your lonely desert bunker from wave after wave of planes, helicopters, scuds and parachutists. Let just three 'chutists land and the game's history. Successfully defending your bunker earns rewards in the form of cute intermission performances—pizza delivery was my favorite—and the chance to see your name immortalized in digital light on the High Score page.

Each level is comprised of a certain number of transport planes flying overhead, dropping parachutists on their way across the screen. Shooting a plane before it begins unloading 'chutists is the best route, as a screen full of falling troopers are harder to handle. However, as a plane explodes, it often drops wreckage on paratroopers who have landed. Let one bomb or missile slip by, though, and it's good-bye bunker!

*Night Raid* features 256-color VGA graphics, multi-channel sound effects (for Sound Blaster and Disney Sound Source), over 20 minutes of music (Ad Lib/Sound Blaster) and an easy to use interface. Though simple, *Night Raid* is a blast to play!



Night Raid

A 286 or better PC is required, though a 386 is strongly recommended. Registration is a mere \$15, plus \$2 shipping and handling (while the shareware version includes only three levels, the registered version adds an extra 11 levels). Those wishing to order either *Hexxagon*, *Squarez Deluxe* and/or *Night Raid* should send a check or money order (in U.S. dollars) to: Software Creations, 26 Harris Street, Clinton MA 01510 (MA residents add 5% sales tax). Please specify disk size. To place an order with VISA or MasterCard, call (508) 368-8654.

## Games of Epic Proportions

Two titles from Epic MegaGames that soon may be swooping your way are *Solar Winds*

and *Zone 66*. The first, *Solar Winds*, offers players the opportunity to explore the vastness of space in the tradition of *Starflight* and *Star Control*. As Jake Stone, a galactic bounty hunter, the player is charged with completing numerous missions which force him to choose between stellar government and rebel forces. Though much of the game involves delivering goods in exchange for desirable (and necessary) items, and in fighting off hostile attackers, one must, in the end, take a stand on one side of the conflict. Staying alive long enough to reach the game's conclusion will be no easy feat. Careful management of resources and regular game saves are necessary to avoid becoming a crispy cinder in space.



Solar Winds

A "camper's stew" concoction of gaming elements, *Solar Winds* includes fast paced arcade action, strategic planning and role-playing elements all stirred together to make this sci-fi title a tasty and filling dish. While emphasis does seem heavier in the action (ship-to-ship combat) and strategy (resource management) elements, there are still sufficient role-playing components to widen the appeal of the game beyond that of strategists and wargamers alone.

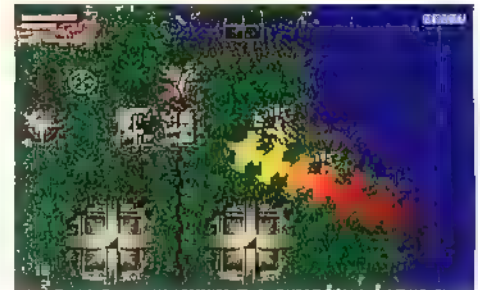
In all, *Solar Winds* is an exceptional product and worth the \$30 registration fee (plus \$4 S&H). For that price you'll receive both episodes of *Solar Winds* (*The Escape and Universe*—only Episode 1 is shareware); a hint booklet, a disk of bonus games; and a shortcut patch that gives you extra energy and missiles. A 286 or better, VGA graphics and 512K RAM are required.

*Zone 66*, a high-tech 32-bit arcade game for 386 and faster MS-DOS compatibles, allows the player to be a pilot in a war-torn future where survival requires defending the homeland from hostile enemies. In this action title, one must fly a fighter jet through a huge 360-degree scrolling playfield viewed from a top-down perspective. The goal: inflict massive damage on enemy bunkers, artillery and industrial sites, effectively stopping them in their tracks before there's no one left to defend.

Featuring a unique introduction, excellent VGA graphics, and a high quality, upbeat

audio soundtrack, *Zone 66* offers joystick jockeys a healthy dose of entertainment for their money. However, occasional thumb twitchers may find the action a bit much to bear, as this title is quite intense. *Zone 66* also requires some extra configuring to get it up and running, because it employs an ultra-fast mode that takes full advantage of 386 or faster systems and, as such, will not work if you have any memory managers or TSRs loaded.

The shareware version of *Zone 66* includes the first of four missions, all of which are available once registered. These include: Foreign Shores, Ice Wind, Desert Hear and War Planes. Registration is \$30, plus \$4 shipping and handling. An add-on module of four additional missions is also available for \$25 or, if one prefers, all eight missions can be had for \$45, plus the \$4 S&H fee. A 386 or better system, 2MB RAM and VGA graphics are required. Though the keyboard is supported, a joystick is highly recommended.



Zone 66

Those desiring to experience one or both of these worthy titles should contact: Epic MegaGames, 10406 Holbrook Drive, Potomac MD 20854 or call (800) 972-7434 to place an order, or (310) 983-9771 for general information. VISA and MasterCard are accepted (MD residents add 5% sales tax).

Well, this concludes our look at shareware rides for the Holidays. Until next time, great gaming and best wishes for a blessed Holiday season!

## Send Us Your Best

If you have authored a shareware or public domain game for MS-DOS compatible, Macintosh or Amiga computers and would like to have it considered for review in this column, please send two complete copies on 3.5" disks with documentation and a cover letter to:

Best of the Rest  
Computer Gaming World  
130 Chaparral Court, Suite 260  
Anaheim Hills, CA 92808. **csw**



# CHIPS & BITS

PO Box 234  
Rochester VT 05767  
Call 800-699-4263  
Int'l 802-767-3033  
Fax 802-767-3382  
S-10006



**'POLICE QUEST 4: OPEN SEASON'** You're a detective for LAPD. A tough job under any condition, but especially now that you must solve a string of random murders. Features digitized background and video captured actors. \$42



**'QUEST FOR GLORY 4'** Your challenge is to rid the land of evil by destroying the Dark One himself. When you explore the realm of the undead to find him, wraiths, vampires, and monsters are lurking waiting for your next mistake. \$42



**'ERIC THE UNREADY'** is on a madcap quest through this hilarious fantasy world packed with dragons, unicorns and the dreaded Attack Turtles. Cut through a swath of destruction as you unravel the secret of Queen Morgana. Features Hi-Res SVGA graphics. 3.5" CD ROM \$21



**'GATEWAY 2: HOMEWORLD'** More deep space adventure, more alien encounters, more exotic new worlds & special effects in the continuing saga. Battle a fantastic cult of terrorists & cross the event horizon of a black hole to discover mankind's last hope for survival - the Heechee Homeworld. \$34



**'COMPANIONS OF XANTH'** Explore Piers Anthony's magical world of mystic wonders and become a player in a game where the stakes are the existence of magic itself. Interact with Elves, Ogres, Demons, Centaurs, a serpentine Naga princess, and the deadly Gap Dragon. \$36

## IBM CD ROM

## IBM CD ROM

## IBM CD ROM

## IBM ADVENTURE

## IBM ADVENTURE

## IBM ADVENTURE

Eclasy \$32  
El Gnio Del Jaguar WIN \$46  
Enc The Unready \$38  
European Racers \$44  
Eye of the Beholder 3 \$48  
F15 2 w/ B17 \$44  
Family Doctor \$51  
Fantasy Empires \$36  
Fascination WIN \$39  
Fatty Bear's Funpack \$34  
Fatty Bear World Game \$44  
Fatty Bears 8-Day Surpr \$38  
Goblins \$30  
Goblins 2 \$30  
Gofer's Winkler Advert \$29  
Great Cities World Vol 1 \$52  
Great Cities World Vol 2 \$52  
Great Naval Battles \$55  
Gunship 2000 W Scen \$44  
Guy Spy \$29  
Guy Spy Terror Deep \$36  
Hei Cab \$65  
Hi-Tech Aircraft \$43  
Impressionist Sources \$49  
Inca \$42  
Indy Jones Fate Atlantis \$52  
Interactive Storytime V1 \$30  
Interactive Storytime V2 \$30  
Interactive Storytime V3 \$30  
Iron Helix \$60  
Jack and the Beanstalk \$34  
Japanese Alive \$118  
Jersey Devil \$34  
Jones In The Fast Lane \$42  
Jungle Book WIN \$24  
Jul and \$52  
King's Quest 5 WIN \$42  
King's Quest 6 \$49  
King's Ransom \$38  
Koshan Conspiracy \$49  
Labyrinth \$39  
Lands of Lore \$35  
Laura Bow 2 \$42  
Learn To Speak Spanish \$64

Legend of Kyandia \$49  
Library Art: Renaissance \$60  
Loom \$39  
Lord of the Rings \$38  
Lost in Time \$42  
Lovely Ladies \$39  
Mad Dog Mcrea \$32  
Mammals \$92  
Man Enough \$48  
Mantis Exprimntal Fight \$45  
Mario Teaches Typing \$40  
Microcosm \$49  
Mosaic Magic \$34  
Multimedia: Vivaldi WIN \$34  
My Private Collection \$39  
Myst \$64  
Omar Sharif on Bridge \$46  
Oshkosh '92 \$39  
PC Pix \$39  
Phantasmagoria \$59  
Pilgrim Quest \$64  
Presidents: Start George \$94  
Putt Putt Goes to Moon \$44  
Putt Putt Joins Parade \$48  
Putt Putt's Funpack \$34  
Rebel Assault \$44  
Return of the Phantom \$42  
Rodney's Funscreen \$46  
Return To Zork \$46  
Scrabble Deluxe \$30  
Secret Monkey Island \$39  
Shadow of the Comet \$48  
Shelly Duval's Bird Kife \$42  
Sherlock Holmes 1 \$44  
Sherlock Holmes 2 \$44  
Sherlock Holmes 3 \$51  
Shuttle \$24  
Sim Ant \$48  
Sim City \$48  
Sim Earth \$48  
Slaters & Charlie \$42  
Software Toolworks Ref \$79  
Space Quest 4 \$39  
Spellcasting Bundle \$32

Spirit of Excalibur \$32  
Star Trek 25 Anniversary \$48  
Stellar 7 \$42  
Street Alias USA \$108  
Stronghold \$38  
Sweet & Low: Arner Folk \$32  
Taking Classic Tales \$60  
Taking Jungle Safari \$60  
Team Yankee 2 \$29  
U.S. Atlas 3 Multimedia \$52  
U.S. Atlas with Automap \$64  
U.S. President \$32  
U.S. Wars: Civil War \$32  
Ultima Underworld 1 & 2 \$52  
Under a Killing Moon \$48  
Velveteen Rabbit Childs \$58  
Video Cube \$45  
Vita: Sign: Good Health \$61  
Where World CSD Dlx \$59  
W Commander/Ultima 6 \$57  
WC / Underworld \$59  
Winning Elections \$83  
Wolf Pack \$39  
World Atlas \$58  
World Vista \$52  
World of Xeen \$42  
Wrath of the Demon \$29

## IBM ADVENTURE

007 James Bond Sdlh Aff \$12  
Adv of Willie Beamish \$24  
A! Dogs go to Heaven \$17  
Alone in the Dark \$35  
Alone in the Dark 2 \$38  
Altered Destiny \$29  
Amazon \$29  
An American Tail \$21  
B.A.T. \$6  
Batman Returns \$32  
Beverly Hillsbillies \$30  
Bloodnet \$42  
Bloodstone \$34

Bloodstone Char Edit \$16  
Blue Force: Next of Kin \$42  
Castle Wolfenstein \$32  
Codename Iceman \$15  
Colonel's Bequest \$15  
Conquests Robin Hood \$36  
Conquests of Camelot \$15  
Conspiracy Deadlock File \$34  
Covert Action \$9  
Crime Does Not Pay \$12  
Cruise for a Corpse \$19  
D Generation \$28  
Dark Hall \$9  
Dark Heart of Ukruk \$34  
David Wolf Secret Agent \$15  
Day of the Tentacle \$34  
Deja Vu 1&2 WIN \$28  
Discoveries of the Deep \$37  
Don't Go Alone \$6  
Dragon Knight 3 \$49  
Dragon's Sphere \$42  
Dreamweb \$36  
Duck Tales \$15  
Earth Invasion WIN \$26  
Earthrise \$9  
East vs West Berlin 1948 \$9  
Ed \$24  
Epic \$32  
Eric the Unready \$21  
Flashback \$29  
Floor 13 \$15  
Foot's Errand \$12  
Freddy Pharkas \$42  
Free DC \$8  
Future Wars \$9  
Gabriel Knight \$42  
Galleons of Glory \$19  
Gamma Force \$6  
Gateway \$13  
Gateway 2: Homeworld \$34  
Gateway Collect 1 & 2 \$32  
Godfather \$29  
GrailQuest \$12  
HUMANS \$26

Hard Raising Havoc \$12  
Heart of China VGA \$19  
Heaven and Earth \$32  
Heardall \$17  
Hired Guns \$32  
Homey D Clown \$27  
Hook \$32  
Hound of Shadow \$14  
Inca \$29  
Inca 2 \$42  
Indy Jones Fate Atlantis \$36  
Innocent Until Caught \$38  
Inspector Gadget \$34  
Isle of the Dead \$38  
Jack the Ripper \$39  
Jagged Alliance \$48  
KGB \$17  
King's Quest 5 VGA \$36  
King's Quest 6 VGA \$42  
King's Ransom \$38  
Kristal \$9  
Kronolog: Nazi Paradox \$42  
L.A. Law \$9  
Latter Utines WIN \$24  
Lane Mastadon \$6  
Laura Bow 2 \$36  
Leather Goddesses \$12  
Leather Goddesses 2 \$42  
Legend of Kyandia \$32  
Legend of Kyandia 2 \$35  
Leisure Suit Larry 1 VGAS12  
Leisure Suit Larry 5 VGAS19  
Leisure Suit Larry 6 \$42  
Loom \$19  
Lords of the Rising Sun \$34  
Lost File Sherlock Holmes \$26  
Lost in Time \$36  
Magic Pockets \$18  
Manhole \$25  
Manhunter New York \$28  
Manhunter San Francisco \$15  
Maniac Mansion \$18  
Marian Memorandum \$19  
Merchant Prince \$39

Metal Mutant \$32  
Mixed Up Faery Tale \$29  
Mixed-Up Mother Goose \$29  
Nebulas \$27  
Out of this World \$36  
Pepper's Adventure Times \$29  
Plan 9 from Outer Space \$31  
Police Quest 1 VGA \$24  
Police Quest 2 \$15  
Police Quest 3 VGA \$29  
Police Quest 4 \$42  
Prince of Persia \$25  
Prince of Persia 2 \$44  
Return of the Phantom \$39  
Return to Zork \$46  
Rex Nebular \$36  
Rex Nebular Master Edit \$52  
Riftwar Legacy \$37  
Riftwar Legacy CE \$16  
Ringworld \$35  
Rise of the Dragon \$34  
Robocop 3 \$32  
S.D.I. \$7  
Sam & Max Hit the Road \$38  
Screen Antics WIN \$19  
Search for the King \$24  
Secret Monkey Island \$23  
Secret Monkey Island 2 \$30  
Secret of 7th Labyrinth \$42  
Shadow Caster \$52  
Shadowgate WIN \$34  
Space Quest 1 \$16  
Space Quest 4 \$36  
Space Quest 5 \$34  
Spellcasting 101 \$19  
Spellcasting 201 \$36  
Spellcasting 301 \$34  
Star Trek 25th Anniversary \$36  
Star Trek Judgment Rite \$38  
Starship \$38  
Stellar 7 \$21  
Surl Ninjas \$37  
Teen Mutant Ninja Turtle \$25  
Terminator 2029 \$37



# Highway To The Hardware Zone

## A Survey Of Thrustmaster's Line Of Flight Sim Enhancements

by David "Kit" Basham

Basham is co-author of *Falcon 3.0: The Complete Handbook* and *Dynamix Great Warplanes: The Ultimate Strategy Guide*.

Would-be pilots no longer have to join the military and dedicate years of their lives to training to know the thrill of strapping into a cockpit, planting their feet on rudder pedals, grabbing a flight stick, and kicking in the afterburners. Just as PC-based flight simulations have made great strides in bringing realistic combat situations to the armchair fighter jock, hardware has also kept up the pace so that a large enough payload of external controllers has been developed to make the flight sim experience a more visceral one.

One company in particular has made flight sim hardware job #1. Thrustmaster, Inc. began with a goal: to bring realistic-looking, fully functional throttle control devices to PC flight simulators. From modest beginnings, the Thrustmaster product line has ballooned to include multiple variants of the original throttle control, multiple lines of joysticks, rudder pedals, high-end game cards, and even a full cockpit model!

### The Throttle Jockey's Dream

The first of the Thrustmaster line, the Weapons Control System (WCS), is loosely modeled after an F-15 throttle and is based on the *Hands On Throttle And Stick* or HOTAS concept. HOTAS designs attempt to place every function a pilot could possibly need during combat on the throttle and stick. In this way, he never has to remove his hands from the aircraft's controls in order to operate radar, weapons, or other critical items. Prior to Thrustmaster products, flight sim users were woefully disadvantaged in this respect

and forced to use the keyboard for most functions.

Molded to fit the user's left hand, the WCS has six buttons and a three-position rocker switch mounted on the grip. Three buttons are mounted on the front of the grip and are operated by the user's ring, middle and index fingers. The remaining three switches and the rocker switch are mounted on the side of the grip and are operated by the user's thumb. The WCS has gone through several design modifications, and is now available in three variants: the WCS Mk I, the UPROM upgrade for the WCS Mk I, and the WCS Mk II.

### The WCS Mk I

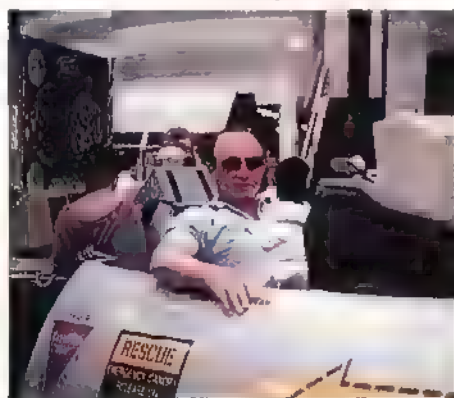
The WCS Mk I is the original throttle design concept. Using a PROM (programmable ROM) chip, users plug their keyboard into the unit, then plug the unit into the keyboard connector of their PC. Based on values stored in the internal PROM, each button is assigned a particular key. Pressing the button sends the assigned keystroke to

your PC, just as though you typed it at the keyboard. For example, if the letter "r" was assigned to Button 1, pressing Button 1 would generate a "r" on the computer screen, just as though the user typed it at the keyboard. Since the keyboard plugs into the WCS, it is still totally functional as well. During a game, users may mix keystrokes and WCS button presses freely, so the WCS does not have to be unplugged from the PC when the user wants to do other tasks, such as word processing. The PROM inside the WCS comes factory programmed with preset button assignments for most PC flight simulators. The user configures the WCS for the desired program by setting a bank of DIP switches found along the front of the unit.

Although made of plastic, the WCS is amazingly stout. During many hours of intense air battles, I often slammed the throttle to either the fore or aft stop extremely hard. Despite abuse at my hand, my original WCS Mk I has survived nearly two years of flight simulating without a single crack.

The Mk I has many advantages. By storing multiple configurations in the PROM, the Mk I can be used with multiple flight simulators. Also, by using user-replaceable PROMs, replacement chips containing configurations for new products can be purchased so the Mk I does not become obsolete. Its largest advantage is the application of HOTAS to flight simulators. Anyone who has ever tired of finger gymnastics across the keyboard while flying *Falcon 3.0* will greatly appreciate the many buttons and switches which can now be within easy reach.

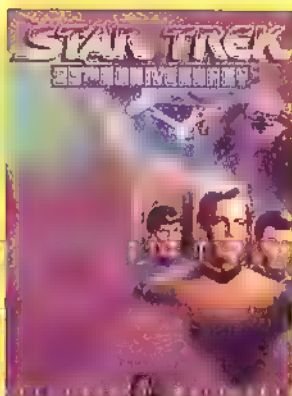
The WCS Mk I does have a few drawbacks, however. First, because game publishers do not adhere to a standard keyboard layout, the PROM will eventually become outdated and



"Chief test pilot" Buzz Hoffman enjoys respite between sorties in Thrustmaster's cockpit with fiberglass F-16 fuselage.

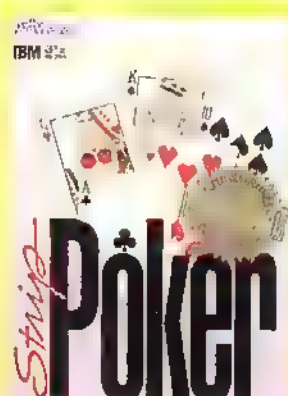
# CHIPS & BITS

PO Box 234  
Rochester VT 05767  
Call 800-699-4263  
Int'l 802-767-3033  
Fax 802-767-3382  
5-10006



**'STAR TREK 25th ANNIVERSARY CD'** Piloting the Enterprise is a thrill, but now hear the actual voices of the original crew plus test your intergalactic problem solving in eight

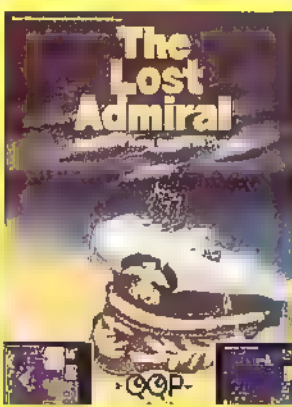
and ground missions. Features the original cast, the TV show and more. \$16



**'STRIP POKER PRO'** combines the strategic play of 5 card Poker with some very different table stakes. 3 lovely opponents who are willing and able to bet it all for the chance to "beat the pants off of you." Play against 3 opponents simultaneously. Features SVGA graphics and optional data disks. \$33



**'PRINCE OF PERSIA 2'** The evil magician is back, this time he assumes your identity, steals your beloved princess, and casts you out as a beggar. You must battle through 15 treacherous levels, encountering serpents, spikes, spells, skeletons and swordsmen. Then things might get murky. \$44



**'LOST ADMIRAL'** is a turn based production naval strategy game. Features 9 scenarios, a random map scenario, 15 campaign games, flagships with special abilities, very strong artificial empire, in depth officers ranking system, accumulates your career history as you play and a 2 player option. \$19



**'HAND OF FATE'** is the second title in the Fables and Fiends series. Follow an offbeat young mystic, Zanthia, who must voyage to the center of the world to undo a hideous curse. Contains hours of fun for all Legend of Krynn fans. Features unforgettable characters and awesome graphics. \$34

## IBM ADVENTURE

Term 2029 Oper Scour	\$19
Term 2029 Rampage	\$38
The Dark Ha! DEMO	\$6
The Dig	\$45
The Prophecy	\$29
Time Quest	\$12
Trails	\$7
Under a Killing Moon	\$43
Uninvited	\$8
Uninvited WIN	\$34
Universe 1-3 Each	\$34
Walker	\$32
War in Middle Earth	\$12
Warriors of Legend	\$19
Weird Dreams	\$12
Where Amer Past CSD	\$37
Where in Europe CSD	\$29
Where Space CSD Dlx	\$44
Where in Time CSD	\$32
Where in USA CSD Dlx	\$45
Where in USA is CSD	\$29
Where in World CSD	\$32
Where World CSD Dlx	\$52
Wonderland	\$16
Yserbus	\$24
Zak McKracken	\$18

## IBM EDUCATIONAL

Dyno-Quest	\$36
Eagle Eye Mysteries	\$32
Easy Street	\$36
EcoQuest 2	\$34
EcoQuest VGA	\$32
Evelyn Wood Dyn Read	\$24
Fatty Bear B Day Surpr	\$32
Fay's Word Rally	\$32
Incredible Machine VGA	\$29
Island Of Dr Brain VGA	\$29
Kidworks	\$30
Kidwriter Gold	\$32
Mario Teaches Typing	\$26
Marvin the Moose Vol 1	\$30
Marvin the Moose Vol 2	\$30
Mavis Teaches Typing	\$29
Mavis Teach Typing WINS	\$34
Milliken Storyteller Vol 1	\$30
Milliken Storyteller Vol 2	\$30
Mozart's Music Machine	\$18
Munchers Bundie	\$29
Orbit Voy Solar System	\$39
Peter Pan Painting Adv	\$34
Phonics Plus	\$25
Pictura Perfect	\$32
Play Room	\$35
PowerHills Kids	\$9
Print Shop Deluxe	\$48
Print Shop Bus. Graph	\$29
Putt Putt Goes to Moon	\$42
Putt Putt Jo Jo Parade	\$32
Putt Putts Fun Pak	\$22
Quarky Quaysoo's Sci	\$29
Read 'n Roll	\$36
Read 'n Roll Data Disk	\$12
Read & Rhyme	\$31
Reader Rabbit 1	\$37
Reader Rabbit 2	\$37
Reader Rabbit Read Let	\$37
Robot Writer Plus	\$30
Rock A Doodle	\$9
Rodney's Funscreen	\$32
Scout's Magic Castle	\$32
Sec Island Dr Quandry	\$38

## IBM EDUCATIONAL

Slater & Charlie Go Camp	\$30
Snapdragon	\$29
Snoopy's Fun Pack	\$12
Snoopy's Fun Pack	\$9
Speedreader WIN	\$30
Speedreader WIN DD A	\$12
Speedreader WIN DD B	\$12
Speedreader WIN DD C	\$12
Spelling Plus	\$31
Spell a Saurus	\$27
Spelling	\$31
Spelling Wiz	\$22
Sticky Bear Spellgaber	\$32
Stickybear Opposites	\$23
Stickybear Parts Speech	\$32
Stickybear Reading	\$24
Stickybear Read Comp	\$30
Stickybear Read Tutor	\$31
Stickybear Shapes	\$29
Stickybear Spellgrabber	\$32
Stickybear Spelling Tutor	\$32
Story Sketcher	\$42
Super Munchers	\$29
Super Solver-Midnight Res	\$30
Super Solver Spellbound	\$31
Super Spycopter	\$21
Treasure Mountain	\$39
TreeHouse	\$39
Under Sea Adventure	\$39

## IBM ADULT

PC-Pix CD	\$39
Penthouse Jigsaw XXX	\$12
Planet of Lust	\$12
Sex Olympics	\$12
Sex Vikings from Space	\$12
Strip Poker 3	\$31
Strip Poker 3 DD 1	\$19
Strip Poker 3 DD 1	\$19
Strip Poker 3 DD 1	\$19
Strip Poker 3 DD 1	\$19
Strip Poker 3 DD 1	\$19
Strip Poker Professional	\$33
Strip Poker Pro DD 1	\$16
Strip Poker Pro DD 2	\$16
Strip Poker Pro DD 3	\$16
Strip Poker Pro DD 4	\$16
Strip Poker Pro DD 5	\$16
Strip Poker Pro DD 6	\$16

## IBM ROLE PLAYING

2400 AD	\$9
Arborea Jour Inner Sanct	\$34
Arena	\$48
Bard's Tale 1 Char Edit	\$16
Bard's Tale 2	\$19
Bard's Tale 2 Char Edit	\$16
Bard's Tale 3	\$32
Bard's Tale 3 Char Edit	\$16
Bard's Tale Construction	\$27
Black Crypt	\$32
Bloodwych	\$15
Buck Rogers Countdown	\$12
Captain Blood	\$9
Colic Legends	\$32
Challenge of 5 Realms	\$44
Challenge 5 Realms CE	\$16
Champions	\$37
Champions of Krynn	\$19
Champions Krynn CE	\$16
Cobra Mission	\$42
Companion of Xanth	\$36

## IBM ROLE PLAYING

Conan	\$16
Corporation	\$14
Curse of Azure Bonds	\$15
Curse Azure Bonds CE	\$16
Cyber Empire	\$16
Cyber Space	\$38
Cybercon 3	\$29
Cybergenic Ranger	\$9
Dark Heart of Ukru	\$16
Dark Queen of Krynn	\$32
Dark Queen Krynn CE	\$16
Dark Sun	\$52
Dark Sun Grey Isle Exp	\$34
Darklands	\$37
Darklands	\$39
Darklands Master Edit	\$51
Daughter of Serpents	\$19
Death Knights of Krynn	\$21
Death Knights Krynn CE	\$16
Dragon Strike	\$12
Dragon Wars	\$19
Dragon Wars Char Edit	\$16
Dragons of Flame	\$9
Dungeon Master	\$31
Dungeon Master 2	\$36
Dusk of the Gods	\$24
Elvira Mistress Dark	\$22
Elvira 2 Jaws Cerberus	\$19
Eternam	\$19
Eye of the Beholder 1	\$16
Eye of the Beholder CE	\$16
Eye of the Beholder 2	\$19
Eye of the Beholder 2 CE	\$16
Eye of the Beholder 3	\$21
Fire King	\$24
Flames of Freedom	\$12
Fountain of Dreams CE	\$18
Four Crystals of Trazere	\$19
Gateway Savage Frontier	\$32
Gods	\$26
Gryphon Masters Havlar	\$38
Hard Nova Char Edit	\$16
Immortal	\$17
Joan of Arc	\$12

## IBM ROLE PLAYING

Keys to Marimon	\$12
Knight of Legend CE	\$16
Lands of Lore	\$36
Lands Lore Char Edit	\$16
Legacy of Necromancer	\$17
Legacy Realm Of Terror	\$38
Legend	\$31
Legend of Valor	\$39
Legends of Drakka	\$38
Lord of the Rings V1	\$32
Lord of the Rings V1 CE	\$16
Lord of the Rings V2	\$37
Lord of the Rings V2 CE	\$16
Lothar	\$29
Lost Tribe	\$29
Lure of the Temptress	\$37
Magic Candle 1	\$19
Magic Candle 2	\$12
Magic Candle 2 CE	\$16
Magic Candle 3	\$19
Martian Dreams	\$37
Martian Dream CE	\$16
Matrix Cubed	\$9
MegaTraveller Zhodari	\$8
MegaTraveller Char Edit	\$16
MegaTraveller 2	\$12
MegaTraveller 2 CE	\$16
MegaTraveller 3	\$39
Metal and Lace	\$49
Midwinter	\$9
Might & Magic 3	\$24
Might & Magic 3 CE	\$16
Might & Magic 4	\$36
Might & Magic 4 CE	\$18
Might & Magic 5	\$41
Might & Magic 5 CE	\$16
Mines of Titan	\$9
Obilus	\$26
Paladin Scrolls Ta mouth	\$16
Pirates	\$6
Pirates Gold	\$42
Planet's Edge	\$34
Planet's Edge Char Edit	\$16
Pool of Radiance	\$15

## IBM EDUCATIONAL

Ace Detective	\$30
Ace Explorer Sequencing	\$36
Ace Inquirer	\$40
Ace Reporter	\$36
Ace Reporter Deluxe	\$48
Auto Map	\$39
AutoWorks	\$49
Boom Box	\$19
Castle of Dr Brain EGA	\$25
Castle of Dr Brain VGA	\$29
Cleo is a Dragon	\$30
Clock Works	\$19
Comic Book Maker	\$32
Cuckoo Zoo	\$32



the user will be forced to purchase an upgrade chip. Also, because the WCS sends keystrokes to the computer, it is possible to overflow the keyboard buffer on some slower computers. For example, on a 386DX-20 running *Falcon 3.0*, pushing the throttle forward causes a series of "=" to be sent to the PC, and pulling the throttle back causes a string of "-" to be sent. At reasonable detail levels, the program does not poll the keyboard buffer often enough for such a slow machine to process all the data, resulting in delays between throttle movements and corresponding throttle changes in the program. Sometimes on slower machines, quickly slamming the throttle will cause the keyboard buffer to overflow and lose the operative characters completely. When this happens, the throttle lever may be pulled fully back, but the throttle indicator in the program will still show 100%. This is usually referred to by sim pilots as "being out of sync."

This problem is most evident on slower machines when the simulation in question uses a pair of keys to increase and decrease throttles, such as *Falcon 3.0*, on slower machines. Programs such as *Red Baron* that use the 1 through 9 keys to step through throttle stages do not have this problem since each position of the throttle lever maps to one of these keys. A slight movement of the lever will resend the key for that particular position and immediately re-synchronize the WCS with the program. Synchronization problems disappear on faster machines. On the testbed 486DX-50, real-time based programs have more opportunities to poll the keyboard buffer, preventing overflows and character losses. In several months of testing on the 486DX-50, the WCS Mk I suffered no synchronization problems with programs such as *Strike Commander* and *Falcon 3.0*.

Finally, I found one other, albeit small, complaint with the WCS. I'm rather tall with long arms and fingers, and found the actual stem upon which the WCS handle is mounted to be a little short. This in no way affects the operation of the device, however.

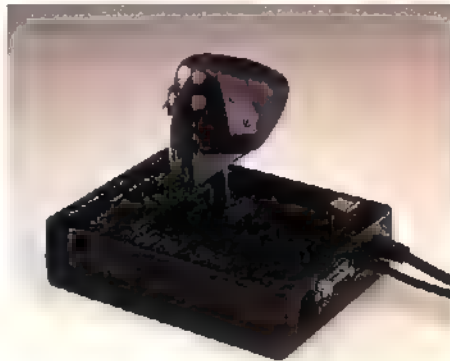
The WCS Mk I retails for around \$80.

## The UPROM Upgrade

The next incarnation of the WCS is the UPROM (User Programmable Read-Only Memory) upgrade for the Mk I. Despite the best efforts of Thrustmaster to assign the most effective functions to the WCS buttons, it is impossible to please everyone. Additionally, users grew tired of buying new PROM chips as new products hit the shelves. So, the Thrustmaster Skunk Works designed an up-

grade to the Mk I making it fully user programmable.

The UPROM is a replacement chip for the standard PROM in the Mk I. Using the accompanying software, the user can now program each button on the WCS without removing the chip, unplugging the WCS, or using any other specialized equipment. The user specifies the keys they want assigned to the buttons and the chip is programmed through the keyboard interface without any special actions by the user. The upgrade also comes with a stand-alone *Terminate and Stay Resident* (TSR) program that can be used to intercept keystrokes and remap them to user specified keystrokes. For example, using the TSR, users could redefine the entire keyboard, causing the spacebar to generate a "g" and a "g" to generate a backspace.



The WCS Mk II weapons control system is user configurable.

For example, Button 1 could be programmed as the letter "t". The user could then define up to five keyboard remaps using the TSR. In the first remap, the "t" could be remapped to "n", and in the second to a "p". The user then downloads the configuration to the WCS (which takes a few seconds), loads the extremely-small TSR, then executes the program. If the user presses Button 1, a "t" will be sent to the computer. Then, by using user-defined hot keys, the user can activate any of the TSR remaps. If the user then presses Button 1, the WCS will still generate a "t", but the TSR will intercept the "t" and translate it to an "n", then pass the "n" on to the computer. In this way, the UPROM upgrade can be used to assign up to six values for each WCS button within a single flight simulator. I tested the UPROM and its remapping TSR on *Falcon 3.0*, *Red Baron*, *Aces of the Pacific*, and several other games under a very complex system configuration using *SMARTDRV* and many different memory managers without experiencing any conflicts.

The good news is that the UPROM is extremely simple to install. Using only a Phil-

lips-head screwdriver to open the case and a small flathead screwdriver to remove the old chip, I installed the UPROM in less than 10 minutes.

The bad news is that the UPROM has two disadvantages. First, only a single keystroke can be assigned to a single button at any one time. The ability to program multiple keystroke macros to a single button would've been nice, but according to Buzz Hoffman at Thrustmaster, the UPROM chip simply doesn't have the capacity to support this. As an option, the remap TSR allows keystroke alternation. You can remap the "r" to be a "p" the first time it's pressed, but a "b" the second time. Repeated pressing of the WCS button would send "pbbpbbpbb" to the computer.

Second, the UPROM is a volatile memory chip. This means every time the computer is powered down, the custom configuration is lost. So, the gamer must download the WCS anew each time the PC is powered on or whenever switching to a different game. Considering the flexibility gained by using the UPROM at such a low price, most users will find this slight inconvenience perfectly acceptable.

The UPROM retails for \$35.

## The WCS Mk II

The latest addition to the WCS family is the WCS Mk II. Although it looks similar on the outside to its predecessor, the Mk II has substantial improvements. First, it uses non-volatile memory and, hence, retains its programming even after the computer is turned off. Second, it supports an advanced programming mode that allows the user much more flexibility than the earlier models. Third, it provides additional features which allow programming the joystick buttons.

The user now plugs both the joystick and the keyboard into the Mk II, then plugs the Mk II into the computer's keyboard and joystick ports. Since the Mk II now intercepts both keyboard and joystick lines, it can reprogram either. The Mk II also has a row of five LEDs along the top edge which toggle as various buttons are pushed. Ever wonder when flying in padlock view if the airbrake is on? Assigning the airbrake control to Button 6 will cause LED 3 to toggle on every time Button 6 is pressed. If LED 3 is on, so is the airbrake and it doesn't require a change in views to confirm it.

Using the advanced programming mode, multiple keystroke macros can be assigned to each button. For example, the user can program Button 4 to send "x n" which, in *Falcon 3.0*, would radar lock a target and automatically interrogate its IFF signal. Also, each

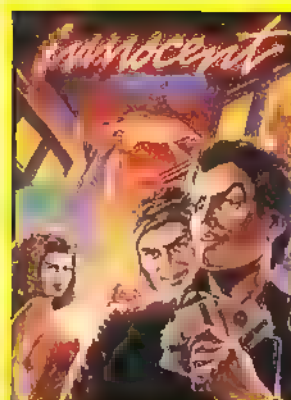


# CHIPS & BITS

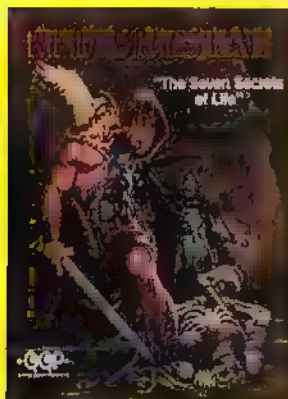
PO Box 234  
Rochester VT 05767  
Call 800-699-4263  
Int'l 802-767-3033  
Fax 802-767-3382  
S-10006



**'DARK SUN: THE SHATTERED LANDS'** The Dark Sun world of Athas is arid and bleak, a wasteland, ruled by thousand year kings. Your party begins as slaves in the city of Dray, determined to die as gladiators. You must find a way to escape into the hostile wilderness and create a powerful rebellion. \$52



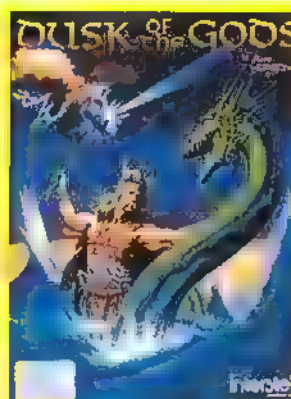
**'INNOCENT'** It was a normal day for Jack T. Ladd, professional thief, until the Interstellar Revenue Service caught him. Jack owes several lifetimes worth of taxes and must pay it within 28 days. Join him on his journey of wheedling and dealings and help Jack strike a blow for tax delinquents. \$38



**'RED CRYSTAL'** Seek out the seven secrets of life. Can you forge through the evil that lurks in the depths of the eerie dungeons, the ominous castle towers and the savage countryside? Play alone or modern. Features over 50 levels, breathtaking graphics and an auto mapping feature. \$38



**'WORLDS AT WAR'** is a game of planetary conquest. A space naval warfare based on the Solomon Campaign of 1942-43 naval combat on a galactic scale. Play for hours like a chess game or for a weekend with a full campaign. Features a 72 page manual on "How to Attack Neutral Planets." \$18



**'DUSK OF THE GODS'** Become an Einherjar, one of Odin's champions, & travel throughout the lands of Norse Mythology. Battling hostile creatures will be one of many challenges you must face on your journey. Alter events so the gods may defeat the minions of Loki at the Battle of Ragnarok. \$24

## IBM ROLE PLAYING

## IBM ROLE PLAYING

## IBM ARCADE

## IBM ARCADE

## IBM HINT BOOKS

## IBM HINT BOOKS

Pool Radiance Char Ed	\$18	Ultima 7 Black Gate	\$46
Pools of Darkness	\$38	Ultima 7 Char Edit	\$16
Prolostar	\$39	Ultima 7 Forge of Virtue	\$18
Quest for Glory 3	\$38	Ultima 7 5 Serpent Isle	\$46
Quest for Glory 4	\$42	Ultima 7 5 Char Edit	\$16
Question 2	\$12	Ultima 7.5 Pt 2 Str Seed	\$20
Ragnarok	\$34	Ultima Underworld	\$19
Realms of Arkania	\$37	Ultima Underworld CE	\$16
Realms Arkania Char Ed	\$16	Ultima Underworld 2	\$46
Red Crystal	\$38	Uncharted Waters	\$42
Rings of Medusa	\$19	Unlimited Adventures	\$33
Rome: Pathway Power	\$29	Veil of Darkness	\$37
Savage Empire	\$34	Vengeance of Excalibur	\$12
Savage Empire Char Ed	\$16	War of the Lance	\$9
Sea Rogue	\$29	Waxworks	\$19
Secret Silver Blades	\$15	Wizardry Trilogy (1-3)	\$32
Sentinel Worlds 1	\$9	Wizardry (1-3) Char Edit	\$16
Sentinel Worlds 1 CE	\$16	Wizardry 4	\$19
Shadow Sorcerer	\$9	Wizardry 4 Char Edit	\$16
Shadows of Mordor	\$19	Wizardry 5	\$26
Sleeping Gods Lie	\$19	Wizardry 5 Char Edit	\$16
Sorcerer	\$15	Wizardry 6	\$34
Space 1889	\$12	Wizardry 6 Char Edit	\$16
Space 1889 Char Edit	\$16	Wizardry 7 Crusaders	\$42
Spacewrecked	\$19	Wizardry 7 Char Edit	\$16
Spellhammer Pir Rim Spc	\$16		
Spellcraft Aspect Var	\$38		
Star Saga 2	\$19		
Star Trek Next Generation	\$46		
Stonekeep	\$52		
Stronghold	\$39		
Summoning	\$16		
Tales Magic	\$16		
Terran Envoy	\$9		
Treasure Savage Frontier	\$12		
Treas Sav Frontier CE	\$15		
Tunnels & Trolls CE	\$16		
Twilight 2000 VGA	\$24		
Ultima 4 Quest of Avatar	\$35		
Ultima 5 Char Edit	\$16		
Ultima 5 Warrior Destiny	\$35		
Ultima 5 Char Editor	\$18		
Ultima 6 False Prophet	\$19		
Ultima 6 Char Edit	\$16		

## IBM ARCADE

Airborne Ranger	\$9
Alens Ale My Babysitter	\$19
Amazing Spiderman	\$9
Arachnophobia	\$12
Armor Alley	\$15
Arura	\$4
Back to the Future 2	\$19
Back to the Future 3	\$12
Bar Games	\$9
B Simpson House Weird	\$31
Battle Storm	\$32
Bill & Ted's Excellent Adv	\$19
Blockout	\$26
Cogito Windows	\$38
Cool Croc Twins	\$24

Crazy Cars	\$25
Creepers	\$29
Doggyapped	\$12
Double Dragon 2	\$15
Double Dragon 3	\$6
Dr Doom's Revenge	\$9
Drag I. Esc. Singer's Cast	\$34
Dragon's Lair	\$22
Dragon's Lair 2	\$34
Dragon's Lair 3	\$34
Dragons Breath	\$27
E-Motion	\$6
Eagle's Rider	\$29
Eight Ball Deluxe	\$38
Finale	\$3
Fire & Forget	\$19
Flinstones	\$9
Freak'n Funk Fuzzballs	\$19
Galactic Conqueror	\$31
Galactic Empire	\$27
Gauntlet 2	\$9
Goblins 3	\$24
Goblins VGA	\$24
Gold of the Aztecs	\$12
Gremlins 2	\$8
Guy Spy	\$24
Guy Spy Terror Deep	\$36
Harmony	\$5
Highway Patrol 2	\$27
Home Alone	\$27
Incredible Machine 2	\$30
Incredible Toons	\$25
Indy Jones Act Game	\$17
Innoscent	\$19
Innocent	\$38
Jatsons	\$9
Laffer Utilities	\$21
Larry's Casino	\$9
Laura Bow Parlor Games	\$9
Loopz	\$24
Microsoft Arcade WIN	\$29
Monty Python	\$15
Ms PacMan	\$6
Mystical	\$27

Never Ending Story 2	\$9
Never Mind	\$9
Night Breed	\$26
Ninja Gaiden 2	\$12
Ninja Rabbits	\$9
Nova 9	\$21
Obolator	\$8
Oil's Well	\$12
Pac Man	\$9
Paper Boy 2	\$27
Pick'n Pile	\$6
Pit Fighter	\$22
Power Drome	\$9
Prehistorik	\$28
Punisher	\$9
Robocop	\$28
Rollerbabes	\$25
Rolox	\$12
S.C. Out	\$29
Simp: The Arcade Game	\$31
Sliders	\$27
Space Ace	\$32
Space Ace 2	\$34
Stellar 7	\$21
Street Ball	\$12
Street Fighter 2	\$39
Street Fighting Man	\$3
Super Space Invaders	\$25
Swamp Gas WIN	\$38
Take-A-Break Crossword	\$24
Take-A-Break Pinball	\$29
Take-A-Break Pool	\$29
Taking of Beverly Hills	\$9
Teenage MNT Man Miss	\$31
Teenage MNT Adventure	\$32
Teenage MNT Arcade	\$24
Tengen's Arcade Hits	\$12
Terminator	\$34
Terrorpods	\$24
The Light Corridor	\$29
The Times	\$29
Thexder 2: Fire Hawk	\$15
Tristan Pinball	\$19
Vaxme	\$12

688 Attack Sub	\$10
A-Train	\$16
Advent Wile Beamsh	\$10
Altered Destiny	\$10
Bard's Tale 1-3 Each	\$10
Bargon Attack	\$10
Blue Force Next of Kin	\$10
Buck Rogers Countdown	\$10
Castle of Dr Brain	\$10
Champions of Krynn	\$10
Civilization	\$16
Codename Iceman	\$10
Colonel's Bequest	\$10
Conquests Robin Hood	\$10
Conquests of Camelot	\$10
Curse of Azure Bonds	\$10
Dark Queen of Krynn	\$10
Darklands	\$14
Darksyde	\$10
Death Knights of Krynn	\$10
Dragons of Flame	\$8
Dungeon Master	\$10
DynaGreat War Planes	\$16
EcoQuest	\$10
Elvira Mistress Dark	\$10
Ewa 2 Jaws Cerberus	\$10
Eye of the Beholder	\$10
Eye of the Beholder 2	\$12
Eye of the Beholder 3	\$10
Fascination	\$10
Fred Pharkas From Pharms	\$8
Gateway Savage Frontier	\$10
Global Conquest Strat	\$21
Goblins	\$10
Gold Rush	\$10
Gunship 2000	\$16
Harpoon	\$16
Heart of China	\$10
Hero's Quest	\$10
Hillsfar	\$8
Immortal	\$10
Indy Jones Fate Atlantis	\$10
Indy Jones Grix Adv	\$10
Island Of Dr Brain	\$10

Jetfighter 2.0	\$16
King's Quest 1-6 Each	\$10
Knights of Legend	\$10
Laura Bow 2	\$10
Leisure Suit Larry 1-5 Ea	\$10
Lemmings	\$21
Loom	\$10
Lord of the Rings V1	\$10
Lord of the Rings V2	\$6
Lost Five Sherlock Holmes	\$10
Lost in LA	\$10
LucasArts Adventure	\$16
LucasArts Air Combat	\$16
Magic Candle 2 or 3	\$10
Manhunter N.Y. or S.F.	\$10
Maniac Mansion	\$10
Martian Dreams	\$13
Matrix Cubed	\$10
Might & Magic 1	\$10
Might & Magic 2	\$12
Might & Magic 3-5 Each	\$16
Patrol	\$16
Pepper's Adventure Time	\$8
Planet's Edge	\$16
Police Quest 1-3 Each	\$10
Poo's of Darkness	\$10
Poo's of Darkness	\$12
Populous 1 & 2	\$16
Power Monger Strategy	\$16
Powermonger	\$10
Protostar	\$8
Quest For Clues 2-4 Ea	\$21
Quest For Clues 5 or 6	\$16
Quest for Glory 3 or 4	\$10
Quest for Glory	\$19
Railroad Tycoon	\$10
Railroad Tycoon Off Gds	\$10
Realms of Arkania	\$14
Rox Nebula	\$14
Rise of the Dragon	\$10
Savage Empire	\$10
Search for the King	\$10
Secret Monkey Island	\$10
Secret Monkey Island 2	\$10



WCS button can be defined based on the position of the rocker switch. If the rocker is up, Button 1 could be assigned "t 6", but if the rocker is in the middle, it could be "u", and if the rocker is down, it could be "a b c".

The Mk II also allows complete programming of the joystick buttons. If one is using, for example, the Thrustmaster FCS (discussed later) for a joystick, the Mk II allows the gamer to program all four buttons and each of the four positions on the coolie hat switch. With a little creativity, a WCS Mk II configuration can be created that allows complete radar, weapons, and view control in *Falcon 3.0*, without the user ever having to remove their hands from the stick or throttle. Now that's HOTAS!

The Mk II also ships with a version of the keyboard remap TSR mentioned above, allowing the user even more programming flexibility! The WCS Mk II retails for \$149.

### WCS Summary

The WCS is an indispensable utility for flight simulator fans, especially modern jet combat players. Although the original Mk I does have a few rough edges, it is still a better alternative than using the keyboard alone and, once the UPROM upgrade is installed, is extremely flexible and beneficial. The Mk II, though, is the king of the line. Although more expensive, it provides programming capabilities which are limited only by the user's imagination.

### The FCS: Moving Into A New Market

When Thrustmaster's resident F-16 pilot, Buzz Hoffman, suggested they build a joystick based on the standard B-8 grip used in most aircraft in the 1960s and 1970s, there was some resistance. It took some time to convince his partners at Thrustmaster that a joystick with all four buttons and a four-position coolie hat switch was worthwhile. Buzz succeeded, and two variants of the *Flight Control System*, or FCS, are now on the market.

### The FCS

The standard FCS is a basic joystick frame with a B-8 grip. The B-8 has three buttons, a trigger, and a four-position hat switch. The FCS requires a standard game port that has both joystick 1 and joystick 2 inputs on a single port (most game ports are designed this way). The three buttons and trigger correspond to the four buttons normally available to the two joystick inputs. The hat switch mounted on top of the grip uses the Y-axis of Joystick 2. Depending on the direction in

which the sim-pilot presses the hat, one of four resistance values are sent to the joystick port.

Whereas the WCS has to be configured to work with individual programs, the FCS is different. Games, either flight simulators or other games, have to be written to read the second joystick Y-axis and buttons in order to fully utilize the FCS. Older games, such as *Flight of the Intruder* and *Red Baron* were written before the FCS was created, and therefore do not support its additional features. Fortunately, most quality game publishers are well aware of the FCS. Current products from Dynamix, MicroProse, Origin, and Spectrum HoloByte fully support the FCS. However, for products that do not support the FCS, it can be used in conjunction with the Mk II to remap each of the analog joystick buttons to keystrokes the product will recognize.



Pilots will experience more realistic feedback with the increased tension of the Pro FCS.

The FCS has a non-linear response, like that of actual aircraft controls, meaning that the farther the stick is moved in any one direction, the greater control output. For example, with only small movements near the center of the travel, the FCS makes very small signals. At the limits of the travel, however, small movements command very large signals. This gives a much more accurate feel of stick movement versus aircraft response than one gleans from linear-response joysticks.

The FCS has gone through some growing pains. Thrustmaster found that users were doing many things to the FCS during play that they had not expected. The potentiometers were found to wear too quickly, so Thrustmaster replaced them with higher quality components. The grip twisted off too easily, leading to a redesign of the grip's mounting. The shank wore out too quickly where it met the gimbal, so a collar was added to protect the shank. The current ren-

dition of the FCS appears to have overcome these problems.

Fortunately, Thrustmaster's customer support is considered second to none. Thrustmaster's goal is to make their customers happy, and their support department goes to great lengths to meet that goal. Thrustmaster will supply replacement potentiometers free of charge to customers with older FCSs, and in some cases, exchange the older unit for a newer model.

The FCS retails for around \$75.

### The Pro FCS

The Pro FCS (PFCS) is the FCS's big brother. The PFCS has a metal base instead of the FCS's plastic one, and uses much higher tension springs. To push the PFCS to the gimbal limits, one would have to apply over 20 pounds of force, giving the feel of controlling a real aircraft. While one can move the standard FCS around like any other joystick, it can be a real workout to use the PFCS. After a short initiation period, most PFCS users discover that the increased tension provides physical feedback on the position of the stick. This has the advantage of letting pilots "feel" where the stick is without taking their eyes off the screen to look.

I've flown with a lot of different joysticks, and after using the PFCS extensively, I find it provides the most accurate representation of my experiences in flying real aircraft. Depending on the length of their arm and the height of their computer desk, some users mount the PFCS to the desk to keep it from tipping. The height of my chair and desk allows my forearm to be nearly level when using the PFCS, and I have no problems with the unit tipping.

The Pro FCS retails for \$100.

Overall, anyone looking for additional freedom from the keyboard and access to additional buttons on the joystick should find that either the FCS or the PFCS should serve them well. Additionally, those looking for a device with hefty physical feedback should find that the PFCS is the device they're looking for.

### The RCS

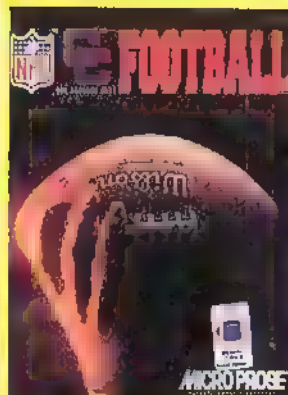
Although rudder input is critical to flying most aircraft, few flight simulators provided adequate rudder controls until very recently. Even when rudder control is included, it is usually limited to the keyboard only. Companies producing cutting-edge simulators now support rudder controls on the X-axis of the second joystick port.

Hardware-wise, there are only two rudder



# CHIPS & BITS

PO Box 234  
Rochester VT 05767  
Call 800-699-4263  
Int'l 802-767-3033  
Fax 802-767-3382  
S-10006



**'NFL COACHES CLUB FOOTBALL'** gives you full 3-D views of the action on the gridiron, where the game is really decided. Using hundreds of real NFL plays, you make all the coaching decisions. Design your own plays to increase your own strengths. To get any closer to the NFL, you'd have to be drafted. \$36



**'NHLPA HOCKEY '94'** brings you the real players and teams. Players will be able to track team standings and player stats. Complete for end of season awards like the Hart & Ross trophies & the Stanley Cup. Digitized ring announcer reports, goal summaries & penalties. Ron Barr's voice sets up every game. \$42



**'WALLS OF ROME'** gives you the experience of siege warfare as the ancients knew it. Play extended campaigns of conquest and defense against an unpredictable computer. You give the orders, your troops carry them out. **Buy Walls of Rome and get 1 Free! Call for Details.** \$39



**'DIPLOMACY'** is the computer version of the board game of persuasion, compromise & betrayal. Try to arrange deals that will lead you to victory. The result is diplomacy, a balance between trust and backstabbing. \$12



**'THRUSTMASTER WEAPONS CONTROL SYSTEM MARK II'** brings the function of the keyboard into your left hand while your right hand controls the joystick. All functions are fully programmable. Plug your FCS into the back and program all its functions as well. The ultimate control! \$94

## IBM HINT BOOKS

Secret Silver Blades	\$10
Sentinel Worlds 1	\$10
Shadow Caster	\$14
Shadow Sorcerer	\$10
Smoky/Smeath	\$20
Smearth	\$16
Smile Official Strategy	\$16
Space Quest 1-4 Each	\$10
Speccasting 101	\$10
Speccasting 201	\$10
Star Trek 25th Annv	\$10
Starflight 1	\$10
Strategy Plus Issue 4	\$8
Strategy Plus Issue 10	\$8
Strategy Plus Issue 11	\$8
Strategy Plus Issue 13	\$5
Strategy Plus 16-35 Each	\$5
Strike Commander	\$16
Stunt Island	\$16
Summoning	\$16
Tales Magic/Prop Shadows	\$12
Time Quest	\$10
Treasure Savage Frontier	\$10
Tunnels & Trolls	\$16
Ultima 4-6 Each	\$10
Ultima 7	\$12
Ultima 7 and Underworld	\$16
Ultima 7.5	\$16
Ultima Avatar Adventure	\$16
Ultima Underworld 1 or 2	\$12
V Victory	\$16
Wasteland	\$10
Wizardry 6	\$12
Wizardry 7	\$16
Yeager Air Combat	\$16

## IBM BUNDLES

Capstone CD Game Coll	\$45
Combat Classics	\$19
Dynamix Bundle	\$29
Eye of Beholder Collect	\$52
Land Sea Air 2	\$29
Land Sea Air Trilogy	\$12
Leisure Suit Larry Bndle	\$39
Lost Treasures Infocom 2	CD\$29
Lost Treasures Infocom 3	\$39
Lost Treasures Infocom 2	\$29
Lost Treasures Infocom CD	\$39
Magnetic Scrolls Bundle	\$21
Marvel Trilogy	\$12
Max Pac	\$19
Megalotress Mega Pak	\$38
Power Hits Battletech	\$32
Power Hits Kids	\$9
Power Hits Movies	\$17
Power Hits Sci Fi	\$19
Power Hits Sports	\$19
Prime Time Hits	\$25
Prime Time Hits 2	\$24
Secret Weap Luftwaffe CD	\$42
Sierra Adventure Bundle	\$39
Sierra Arcade Bundle	\$24
Sierra Family Fun Pak	\$29
Space Quest Bundle 1-4	\$42
Ultima Bundle 1 & 2	\$59
Ultima Trilogy	\$39
Ultima Trilogy 2	\$48
Wing Commander Dix	\$48
Wing Commander Dix CD	\$48
Wizardry Trilogy	\$32

## IBM SPORTS

4D Boxing	\$17
4th & Inches	\$4
APBA Baseball	\$24
APBA Baseball Gen Mn	\$29
APBA Baseball Stat 2.0	\$29
APBA Baseball Wiz 2.0	\$29
APBA Basketball	\$34

## IBM SPORTS

APBA Bowling	\$14
APBA Col Basketball	\$32
APBA Football	\$34
APBA Micro Manager	\$32
ATP Tennis	\$32
Action Sports Soccer	\$19
All American College FB	\$36
All Star Sports Pak	\$9
American Gladiators	\$21
Baseball for Windows	\$46
Basketball Challenge	\$28
Bball Challenge 1987	\$9
Bball Challenge 1988	\$9
Bball Challenge 1989	\$9
Bball Challenge 1990	\$17
Bo Jackson Baseball	\$12
Carl Lewis Challenge	\$9
Daily Double Horse Race	\$19
David Robinson NBA Act	\$14
D.K.'s Baseball Encyc	\$19
Face Off	\$9
Fast Break	\$6
Front Page Football	\$36
Front Page Football Pro	\$42
Greens	\$34
Hardball 3	\$34
Hardball 3 Collection	\$42
Hardball 3 Players Disk	\$17
Hardball 3 Slalom Disk	\$19
Harlem Globetrotters	\$15
Hole in One Mini Golf	\$6
Hole in One Mini Golf Crs	\$3
Hole in 1 Min. Golf Dix	\$12
International Sports Chls	\$12
Jack Nicklaus Clip Art	\$6
Jack Nicklaus Course 1	\$15
Jack Nicklaus Course 2	\$15
Jack Nicklaus Course 3	\$15
Jack Nicklaus Course 4	\$15
Jack Nicklaus Course 5	\$6
Jack Nicklaus Sign Ed	\$42
Jack Nicklaus SE Crs 1	\$9
Jack Nicklaus SE Clip Art	\$24
Joe Montana Football	\$31

## IBM SPORTS

Joe Montana Football 2	\$42
John Elway Quarterback	\$6
LH Boxing Contenders	\$16
LH Football 1989 Teams	\$16
LH Football 1990 Teams	\$16
LH Football 60's Teams	\$16
LH Football 70's Teams	\$16
LH Football L Leaders	\$16
LH Football Utilities	\$16
LH Pro Baseball 91 Team	\$16
LH Pro Basketball Utility	\$16
LH Pro Basketball	\$36
LH Pro Basketball 74-83	\$16
LH Pro Basketball 89-90	\$16
LH Pro BB L Leaders	\$16
LH Pro BB Utilities	\$16
Lakers vs Celtics	\$17
Lance Haffner Baseball	\$36
Lance Haffner Boxing	\$36
Lance Haffner Col BB	\$36
Lance Haffner Football	\$36
Lance Haffner Hockey	\$36
Links	\$29
Links Courses Bountiful	\$17
Links Courses Firestone	\$17
Links Courses Bay Hill	\$17
Links Courses Pebble Beach	\$17
Links Courses Dorado	\$17
Links Crs Barton Creek	\$9
Links Crs Taron North	\$17
Links Pro 386 Golf	\$32
Link Pro CD Mauna Kea	\$19
Links Pro CD Pinehurst	\$19
Links Pro CD Banff Spr	\$19
Links Pro CD Belfry	\$20
Links Pro CD Inisbrook	\$20
Links Pro Course Disk 6	\$20
M U D S	\$9
ML 1950's World Series	\$17
ML 1960's World Series	\$17
ML 1970's World Series	\$17
ML 1980's World Series	\$17
ML Baseball 4 Fan Man	\$25
ML Baseball 4 Gen Mng	\$19

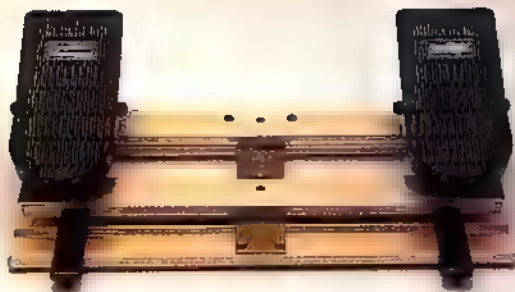
## IBM SPORTS

ML Baseball All Stars	\$12
ML BB Atlanta Braves	\$20
ML BB Baltimore Orioles	\$20
ML BB Boston Red Sox	\$20
ML BB Bklyn/LA Dodgers	\$20
ML BB California Angels	\$20
ML BB Chicago Cubs	\$20
ML BB Chicago W Sox	\$20
ML BB Cincinnati Reds	\$20
ML BB Cleveland Indians	\$20
ML BB Detroit Tigers	\$20
ML BB Houston Astros	\$20
ML BB KC Royals	\$20
ML BB Manager's Ch	\$19
ML BB Milwaukee Brewers	\$20
ML BB Minnesota Twins	\$20
ML BB Montreal Expos	\$20
ML BB New York Mets	\$20
ML BB NY Yankees	\$20
ML BB Oakland A's	\$20
ML BB Philadelphia Phil	\$20
ML BB San Diego Padres	\$20
ML BB San Fran Giants	\$20
ML BB Seattle Mariners	\$20
ML BB St Louis Cardinals	\$20
ML BB Texas Rangers	\$20
ML BB Toronto Blue Jays	\$20
ML Football 2	\$39
ML Personal Pro Golf	\$28
Madden Football	\$12
Madden Football 2	\$17
Mario Andretti Racing	\$17
Michael Jordan Flg Sim	\$38
Micro League FB Dix	\$39
Microleague 82 BB Seas	\$17
Microleague 83 BB Seas	\$17
Microleague 84 BB Seas	\$17
Microleague 85 BB Seas	\$17
Microleague 86 BB Seas	\$17
Microleague 87 BB Seas	\$17
Microleague 88 BB Seas	\$17
Microleague 89 BB Seas	\$17
Microleague Baseball 4	\$31
Microleague Basketball	\$28

## IBM SPORTS

Microleague Football	\$20
Microsoft Golf Windows	\$39
Mike Ditka Power Football	\$34
NFL Chll Col Aumni	\$9
NFL Chll Pre Season	\$9
NFL Challenge	\$60
NFL Chll 1984 Teams	\$15
NFL Chll 1985 Teams	\$15
NFL Chll 1986 Teams	\$15
NFL Chll 1987 Teams	\$15
NFL Chll 1988 Teams	\$22
NFL Chll 1989 Teams	\$9
NFL Chll 1990 Teams	\$9
NFL Chll All Star Team	\$9
NFL Chll All Star Teams	\$9
NFL Chll Dream Teams	\$9
NFL Chll Premium Ed	\$59
NFL Coaches Club	\$35
NFL Coaches Club LTD	\$48
NFL Football	\$31
NFL Proleague Football	\$12
NFL Pro League FB 92	\$19
NFL Video Football	\$29
NHL Hockey	\$39
Nascar Challenge	\$31
PGA Tour Golf	\$21
PGA Tour Golf Course 1	\$17
PGA Tour Golf Ltd Ed	\$32
PGA Tour Golf Win	\$38
Pga Tour Crs 1 WIN	\$17
Playmaker Football	\$12
Pro League Baseball	\$18
Pro Tennis Tour 2	\$29
Pro Tennis Tour 2	\$32
ProFootball Analyst 92	\$19
QuarterPole	\$36
RBI 2	\$9
Road to the Final Four	\$37
Shufflemania	\$9
Sporting Triangle	\$3
Strat-O-Mat C Comp BB	\$29
Summer Challenge	\$19
Summer Challenge	\$34





The RCS rudder control system frees pilot's hands even further from the keyboard.

pedals currently on the market. The Thrustmaster *Rudder Control System*, and the Maxx Rudder Pedals. Although the Maxx sell for only \$35, they are molded from some sort of fibrous plastic, their pedals are mounted only a few inches apart, and they have an inadequate physical frame. The Maxx pedals are uncomfortable to use due to their proximity to each other, and are inaccurate to fly with due to the poor physical frame that allows both pedals to be depressed simultaneously.

The RCS, however, are built entirely of metal with plastic foot rests. The pedals are positioned over 12" apart, making them comfortable to use, even for 6'2" people like myself. The foot rests are mounted on parallel crossbars that pivot on a center point, so when one pedal is depressed the other cannot be, like rudder pedals in real aircraft. The unit has a hefty price tag, especially compared to the Maxx, but are built sturdy enough to last a lifetime.

The only defect I found with the RCS I examined was the joystick port connectors. The original RCS units were shipped with a connector plug with a long plastic rim. This rim interfered with the seating of the connector to the game port. Although electrical contacts are fine and the RCS work flawlessly, the connector will come unplugged quite easily. A supply of connectors without the plastic rim have been secured, and I could find no fault whatsoever with the RCS equipped with the newer plug.

The RCS has a retail price of around \$120.

### The ACM card

With the coming of faster machines running at hotter temperatures, many game cards built for 286 and 386 class machines experience problems in faster 486s. Heat buildup causes the electrical center of the joystick to drift, and older programs can't always handle the higher clock speeds of newer machines. The Thrustmaster ACM card was designed to solve these problems.

Using milspec, 1% tolerance components, the ACM card suffers no drifting problems due to heat buildup, even in high speed 486's. During my testing, a standard generic game card would begin suffering stick drifting on a 486DX-50 only a few minutes after starting a simulation. In sensitive products such as *Falcon 3.0*, the drift quickly became quite annoying and difficult to control, forcing me to recalibrate the stick every three or four minutes.

The ACM card, however, performed flawlessly, suffering no visible effects.

The ACM card is also adjustable. A potentiometer mounted on a long cable allows compensation for problems with high clock speeds. Game cards read the resistance generated by the joystick and send a digital pulse to the computer representing the resistance. Many programs, though, were not designed with high speed 486s in mind. Some of these programs do not poll the joystick port often enough, and pulses from the game card are missed, leading to control problems in the game. This problem is not limited to just flight simulators, but to any product running on a low-end machine that uses a joystick.

By adjusting the ACM's port, the user can widen or shorten the length of the pulse generated by the card. By lengthening the pulse width, the program is given more time to read the port and receive the pulse. By adjusting the ACM card's setting, products from the older *Red Baron* to the recent *Strike Commander* all experience no joystick problems on the testbed 486DX-50.

The ACM card has an approximate retail price of \$40.

### For The Simulator Pilot Who Has Everything...

Rounding out the Thrustmaster line is the massive unit known only as "the cockpit." This is a particle board replica of an F-16 cockpit. For around \$700, the base package gives the sim-pilot an item to climb into, with mounts for an FCS (or other joystick), WCS and RCS. The monitor can then sit on a platform where the HUD would normally be. For around \$1,200, the package comes with the cockpit frame, plus a padded seat with a head rest, safety harness, and a "switch unit."

The switch unit replaces six of the wooden panels with plastic panels which are replicas of the actual panels from an F-16, and are

covered with red push-button switches, tailored for use with *Falcon 3.0*. Every function from IFF, to raising and lowering landing gear, to issuing wingman commands, to operating radar is included on either a push-button or toggle switch.

For another \$1,000, one can get a fiberglass F-16 fuselage for the cockpit. Assembly instructions are provided on a floppy disk, and although cumbersome, the cockpit is not difficult to assemble. Thrustmaster recommends two people to complete assembly, but I found the task to require approximately 1.2 people; not hard enough to *require* that extra person, but just hard enough to be a difficult solo job. With three hours and an electric screwdriver, I converted nearly 200 pounds of particle board into a 5' long, 4' wide, and 4' tall replica of an F-16 cockpit. The only thing missing was an ejection seat and Pratt & Whitney F100-200 engine! Be advised, though, the cockpit has no stealth properties, and has had little luck evading Mk I Spousal Search Units!

### The Future

Thrustmaster products are quality products designed to greatly enhance the fantasy world of PC flight simulators. The Thrustmaster line is impressive, but the company isn't resting on its laurels. Although they're not letting their secrets out of the bag yet, Buzz Hoffman indicates they have quite an array of new products in the works. Until the new products take flight, however, pilots are advised to remain seated in that particle board cockpit and keep those flight harnesses fastened. **CEW**



For a mere \$1900, this warbird can be vectored to your home base.

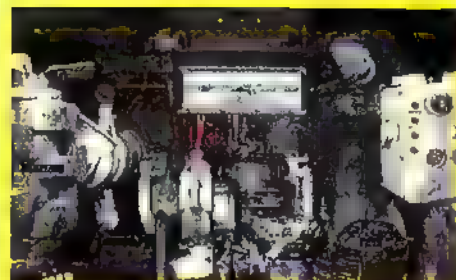


# CHIPS & BITS

PO Box 234  
Rochester VT 05767  
Call 800-699-4263  
Int'l 802-767-5033  
Fax 802-767-3382  
S-10006



**'VICTORY AT SEA'** is a WWII Pacific theater game. Plot multi-legged courses from the Panama canal to Australia. Promote, demote or reassign commanders. Resources, intelligence, and communications reports. Features an *Amigo* *Blender* *Blender* with extensive historical background and pictures. \$48



**'M4'** 16 December 1944. Somewhere in the Ardennes. The engines roar to life. The tank pivots out of its hiding place in the tree line. The familiar squeak of the track links lend a rhythmic note to the motor's rumble as you move slowly down the road closer to Germany. One more day to stay alive. \$34



**'CARRIERS AT WAR 2'** offers more tension and excitement. Features eight new scenarios, some hypothetical, others controversial; an improved war room intelligence system, and tougher artificial intelligence. \$42



**'THE CHARGE OF THE LIGHT BRIGADE'** during the Crimean War, was one of the bravest & saddest incidents in British Military History. Of the 673 men who began the charge only 195 were left for action at its end. Features a large game area, 2 player mode, animated graphics, strategic and tactical maps. \$19



**'WORLD WAR 2. BATTLES OF THE SOUTH PACIFIC'** Wage war for the sole ownership of the South Pacific. Historically correct battles challenge all, to do better than the Navy did as it happened in World War II. Create and transport armies to enemy ports. Play as the U.S. or Japanese forces. \$39

## IBM SPORTS

The Games Winter Chat \$34  
Tie Break Tennis \$9  
Tom Landry Football \$24  
Tom Landry Football Dix \$32  
Tony LaRussa Baseball \$18  
Tony LaRussa 1901-68 \$15  
Tony LaRussa BB 1930 \$15  
Tony LaRussa BB 1991 \$15  
Tony L Fantasy Manager \$15  
Tony L Classic Stadiums \$15  
Tony L AL Stadiums \$15  
Tony L NL Stadiums \$15  
Tony LaRussa 2 \$36  
Tony L 2 1992 Team \$16  
Tony L 2 Fantasy Mgr \$14  
Tony L 2 Stadiums \$18  
Unnecessary Roughness \$36  
Wayne Gretzky 2 \$34  
Wayne Gretzky 3 \$36  
Wayne Gretzky Leg Sim 2 \$29  
Weaver Baseball 2.0 \$17  
Weaver Commis Disk 2 \$16  
Wilson Pro Staff Golf \$23  
World Class Soccer \$28

## IBM WAR GAMES

Blitzkrieg Ardennes \$19  
Blood & Iron \$52  
Blue and the Grey \$42  
Borodino Napoleon Invd \$29  
Bravo Romeo Delta \$29  
Campaign \$32  
Campaign Mission 1 \$19  
Carrier Strike \$39  
Carrier Strike Exp Pak \$19  
Charge of Light Brigade \$19  
Civil War No Great Glory \$21  
Conflict \$12  
Conflict in Vietnam \$9  
Conflict Korea \$12  
Conflict Middle East \$14  
Conflict at Gettysburg \$12  
Dreadnoughts \$34  
Dreadnoughts Bismark \$29  
Dreadnoughts Deluxe \$89  
Dreadnoughts Ironclads \$29  
Drums of Glory \$44  
Fall Goli \$36  
Fifth Eskadra \$36  
Fleet Mad \$27  
Gary Gngsby Paci War \$46  
G. Gngsby War in Russia \$48  
German Ra der Atlantis \$26  
Gettysburg: Turning Point \$36  
Golan Front \$36  
Grand Fleet \$36  
Gray Seas, Grey Skies \$36  
Halls of Montezuma \$24  
Harpoon \$26  
Harpoon Battle Set 2 \$18  
Harpoon Battle Set 3 \$19  
Harpoon Battle Set 4 \$24  
Harpoon Cha Pak SE \$49  
Harpoon Designer Series \$17  
Harpoon Design Series \$25  
Harpoon Scenario Editor \$27  
High Command \$45  
In Harms Way \$36  
Kampfgruppe \$59  
Kriegsmarine \$36

## IBM WAR GAMES

Kursk Campaign \$36  
Line in the Sand \$12  
Long Lance \$39  
MacArthur's War \$16  
MacArthur's War \$9  
Main Battle Tank C Germ \$36  
Main Battle Tank Mid E \$36  
Main Battle Tank N Germ \$36  
Malta Storm \$36  
Man of War \$36  
Mare Nostrum \$26  
Marianas Turkey Shoot \$12  
Midway \$12  
Moscow Campaign \$36  
Northern Fleet \$36  
Operation Overlord \$36  
Pac Storm Midway Cpgn \$36  
Pac Storm Solomon Cpn \$36  
Panzer Battles \$12  
Patriot \$23  
Patriot Battle Set 2 \$24  
Patriot Scenario Editor \$27  
Patton Strikes Back \$14  
Prelude to Jutland \$26  
Red Sky Morning \$36  
Return to Falklands \$28  
Rising Sun \$26  
Road Sumr Appomattox \$45  
Rommel Battles N Africa \$24  
Rommel at El Alamein \$36  
Rommel at Gazala \$36  
Second Front \$21  
Seventh Fleet \$36  
Squad Leader 94 \$48  
Stalingrad Campaign \$36  
Storm Across Europe \$12  
The Great War \$36  
Third Reich \$34  
Typhoon of Steel \$12  
UMS 2 \$19  
UMS 2 Civil War \$24  
UMS 2 Desert Storm Scn \$24  
UMS 2 Planet Editor \$16

## IBM WAR GAMES

UMS Original \$14  
Under Fire \$12  
V Victory Market Garden \$44  
V Victory Utah Beach \$44  
V Victory Veltke Luki \$44  
V Vict Gold, Juno, Sword \$44  
Victory at Sea \$46  
War in the Falklands \$26  
Warship Change History \$26  
Waterloo \$19  
Western Front \$21  
White Death \$19  
World War 2 \$39

## IBM STRATEGY

A Train \$34  
A Train Construction Set \$23  
Air Force Commander \$16  
Airbuck \$36  
Ambush at Sorinor \$42  
Ancient Art of War Sky \$34  
Archon Ultra \$30  
Ars Wo Thoro Yet \$17  
Armada 2525 \$29  
Ashes of Empire \$48  
Bandit Kings Anc China \$32  
Battle Isle \$32  
Battle Isle Scenario Disk \$22  
Battles of Destiny \$36  
Bermuda Square \$9  
Big Business \$9  
Breach 2 \$12  
Breach 2 Scenario Disk \$15  
Broach 3 \$36  
Buzz Aldrin Race Space \$39  
Caesar \$36  
Campaign 2 \$36  
Capitalist Pig WIN \$19  
Carrier Command \$9  
Carriers at War \$19  
Carriers War Const Kit \$29  
Carriers at War 2 \$43

## IBM STRATEGY

Castles \$18  
Castles North Campaign \$19  
Castles 2 \$36  
Centurion Defender Rome \$19  
Civilization \$32  
Civilization Master Edit \$42  
Clash of Steel \$42  
Cohort 2 \$19  
Command HQ \$19  
Conquer for Windows \$39  
Conquered Kingdoms \$36  
Conquer Kingdom Scen 1 \$25  
Conquest of Japan \$36  
Crime City \$13  
Crisis in the Kremlin \$32  
Dark Seed \$19  
Dark Star \$36  
Defender of the Crown \$12  
Designasaurus 2 \$28  
Detroit \$36  
Dino Wars \$6  
Diplomacy \$12  
Discovery Slip Columbus \$34  
Dominion, One King Life \$41  
Dominus \$39  
Dragon Force \$12  
Dragon Lord \$9  
Dune \$12  
Dune 2 \$44  
El Fish \$34  
Empire Deluxe \$35  
Empire Deluxe Scen 1 \$21  
Empire Deluxe WIN \$35  
Fantasy Empires \$39  
Fields of Glory \$36  
Fighting for Rome \$12  
Final Conflict \$12  
Fort Apache \$24  
Gamfire \$37  
Genghis Khan \$37  
Global Conquest \$29  
Global Domination \$36  
Global Effect \$14  
Goblins 2 \$24

## IBM STRATEGY

God of the Americas \$24  
Harpoon 2 \$52  
Hers to the Throne \$36  
Imperium \$26  
Invado \$37  
Koshan Conspiracy \$32  
Kye Deluxe WIN \$26  
L'Empereur \$37  
Laser Squad \$16  
Lemmings \$32  
Lemmings Daladisk \$19  
Lemmings 2: The Tribes \$32  
Liberty or Death \$37  
Lost Admra \$19  
Lost Admra Enhanced \$44  
Lost Admra Scen Disk \$23  
Lost Vikings \$20  
Maelstrom \$38  
Master of Orion \$41  
Medieval Lords \$9  
Mega Lo Mania \$19  
Merchant Colony \$17  
Milleum \$6  
MoonBase \$24  
New World Order \$38  
Nobunaga's Ambition \$29  
Nobunaga's Ambition 2 \$37  
Nuclear War \$9  
Objection \$29  
Objection Enhanced \$42  
Ogre \$19  
Operation Combat \$12  
OutPost WIN \$42  
Overlord \$21  
Paladin 2 \$34  
Perfect General \$36  
Perfect General 2 \$44  
Perfect General Scen 1 \$21  
Perfect General Scen 2 \$23  
Populous \$17  
Populous 2 \$26  
Populous Promise Land \$14  
Powermonger \$34  
Rags to Riches \$36

## IBM WAR GAMES

Action North Atlantic \$19  
Action North Atlantic \$26  
Action Stations Scen 1 \$9  
Action off River Platte \$26  
Air Raid Pearl Harbour \$22  
American Civil War V1 \$24  
American Civil War V2 \$24  
American Civil War V3 \$24  
Banzai \$9  
Battle Stations \$20  
Battle Tank Barbarossa \$36  
Battle Tank Kursk \$36  
Battle of Austerlitz \$12  
Battle of the Atlantic \$36  
Battles of Napoleon \$24  
BattleShip Bismark \$26





# Scorpion's Mail

Serpent Isle ■ Lands of Lore ■ Realms of Arkania  
Eye of the Beholder III ■ Crusaders of the Dark Savant ■ Alone in the Dark  
Darkside of Xeen ■ Ultima IV ■ Ultima Underworld II

## Scorpia Answers Your Questions About Adventure And Role-Playing Games

**A**h, my time of year is here at last! It's also Fred's favorite time of year. He just loves those looong winter nights, and he does so look forward to Christmas. Not from any kindly feelings, mind you. It's just that this is when he gets to hang up his traditional Yuletide shrunken head garland. I always have ambiguous feelings about that. The regulars are used to it, but it does make the newcomers a little nervous--especially if they happen to recognize any of the faces.

Speaking of Fred, readers do ask about him sometimes: "Who is Fred?" and "What is Fred?". Of course, I don't tell him about these questions. He's a very private being, and it would upset him to know that people are making inquiries about him. Anyway, Fred is the bartender/bouncer at the Scorpion's Tale. He's half grue and half...well, let's just say that some things are better left unsaid! You're really much better off not knowing that. Really. Let's get to the mailbags...

**Serpent Isle:** A lot of players are having trouble getting through the Knight's Test. Most manage to obtain the claw, but are at a loss as to how to get on with it and find the ashes. Of course, there's a secret door they've overlooked. Check nearby walls after a certain assassination attempt. Another big problem for people is obtaining water from the Temple of Tolerance (where you find Morregro). That's no surprise, since this is the one place you don't fill your bucket at. Remember the little transposition that happened here? Find the missing piece and use the bucket there. (I know it doesn't make sense, but that's how it is.)

**Lands Of Lore:** Since my original article on this game, some important information has come to light, including news of a nasty bug. Down in the Dracule caves you must rescue Lora and get her to the Dracule before you leave. This has to be done *before* you visit the Dracule, since you only have one chance to see him and can't go back later. If you exit the caves with Lora in your party, the game will crash later on when Paulson tries to join you. Also in the Dracule caves, there are two paths to his lair. Which one you take determines

the "gift" you find, and that depends on which serpent eye you use to open the wall. Along one path, it's a silver goblet, and along the other it's a jeweled dagger. Either is satisfactory; you don't need both.

**Realms of Arkania:** After my *Arkania* article was published, I heard from a reader in Florida about the sword/end game business. He reports that, while you don't absolutely need the sword for the "big fight," you still must have it in your inventory to reach the automatic sequences that end the game (and give you the opportunity to save the party). So, yes, you do have to go out and get it after all. Apologies to anyone who may have been misled earlier, and thanks to Carlos Castaneda for telling me about this.

**Eye Of The Beholder III:** Several people are having trouble "getting into the temple" in Myth Drannor. That's because they're trying it far too early. Only after you've gone through the Mages Guild and had your little "visit" with the lich will a way into the temple open up. So don't be in such a hurry. You'll get there eventually.

**Crusaders of The Dark Savant:** Rumors have been getting around about A Really Neat Item in the game. Of course, there are lots of nice weapons and other things to pick up on your way, but I suspect what most people are asking about is the Cane of Corpus. This very specialized (and *very* potent) weapon can be used only by a Faerie Ninja. That's right, a Faerie Ninja. Not a combination that would occur to most people (heh). And then you have to figure out where it is. It just so happens Blindmeis has it. As you guessed, you'll have to kill him if you want the Cane. Just keep in mind that he may not have eyes, but he's no pushover, and neither is the help he calls in. You're gonna earn this one.

**Alone In The Dark:** Some folks have been experiencing a little difficulty in making it down the length of the picture gallery. If they're not getting hacked by tomahawks in the back, they're being punctured by arrows in the chest. And they say art is good for you.

Hah! Anyway, there's a blanket solution for the first problem, but the second requires a different approach. You could almost say you have to give something the shaft (ouch!).

**Darkside of Xeen:** Somewhat surprisingly, a number of players are having trouble in the southern sphinx with the name needed to get up the stairs. I say surprising, because by this time in the game, it should be evident that JVC is a big Star Trek fan. And with an anagram of only five letters, the answer ought to be obvious with just a little thought.

**Ultima IV:** Yes, an oldie but very goody shows up again after all these many months (or was that years?). Maybe it's all those gamers who are buying the series on CD-ROM. Whatever, the format might be new, but the questions are classic, including perhaps the most-asked (when *Ultima IV* was new): "Where is that [unmentionable] shepherd???" Why, in Magincia, of course! Not, however, right inside the ruins. But nearby, very nearby. Think vertical instead of horizontal.

**Ultima Underworld II:** Folks are still having trouble with those colored paths and pyramid in the void. The idea here is simple (even if doing it isn't). You follow the path to the pyramid. You jump all over it to make it the same color as the path that brought you there, ending at the top. Then you jump through the moongate. Since you have to do this four separate times, the exercise is tedious, but it has to be done.

And that's about it for this look into the mailbag. In the meantime, if you need help with an adventure game, you can reach me in the following ways:

**On Delphi:** Stop by the GameSIG (under the Groups and Clubs menu).

**On GENie:** Visit the Games RoundTable (type: Scorpia to reach the Games RT).

**By US Mail** (enclose a self-addressed, stamped envelope if you live in the United States): Scorpia, PO Box 338, Gracie Station, New York, NY 10028.

Until next time, happy adventuring! **CGW**



# CHIPS & BITS

PO Box 234  
Rochester VT 05767  
Call 800-699-4263  
Int'l 802-767-3033  
Fax 802-767-3382  
S-10006

## The Software Toolworks® STAR WARS® CHESS

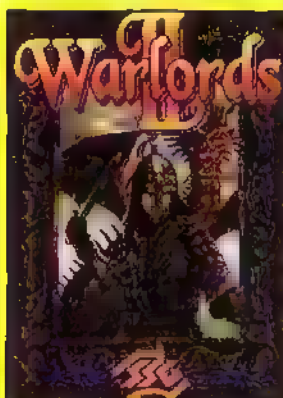


**STAR WARS CHESS** A long time ago, in a galaxy far, far away, a great battle of good and evil was fought and won. Now you can rediscover the courageous characters from the Star Wars saga. Rewave the struggles in one of the world's oldest games, brought to life in brilliant 3-D animation. \$34

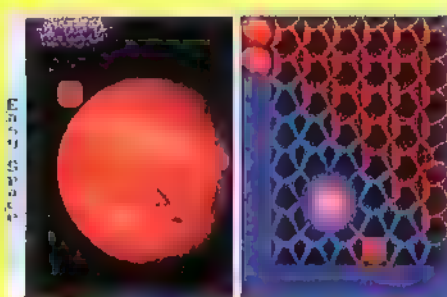
## CITY 2000



**'SIMCITY 2000'** is the long awaited follow up to SimCity that takes urban planning into the next century. SimCity 2000 adds a new level of realism & sophisticated gameplay. New features include underground water and transportation systems, 3D views & SVGA graphics. \$42



**'WARLORDS 2'** brings the fun and excitement of the first Warlords with 640 x 480 graphics, a hidden map option, and totally new AI system. Features random mapping for infinite replayability, troop transports for amphibious warfare, & a diplomacy option that provides the framework for backstabbing. \$40



**'GAME-MAKER'** lets you create action adventure games as unique as your imagination. Design your own animated characters, monsters and scenes. Create sounds & import images. No programming. Now with SB support. \$49



**'LEMMINGS'** a unique mind boggling game of multiple skill levels. Take command of the wackiest collection of misdirected rodents ever seen on your screen. Save the lemmings from certain doom by leading them to safety using special moves like dig, climb, parachute, block, punch, and self destruct. \$19

### IBM STRATEGY

Railroad Tycoon Classic	\$22
Railroad Tycoon 2	\$39
Rampart	\$17
Reach for the Stars	\$24
Realms	\$18
Red Zone	\$32
Renegade Leg Interceptor	\$12
Riders of Rohan	\$19
Robo Sport WIN	\$34
Romance 3 Kingdoms	\$42
Romance 3 Kingdoms 2	\$42
Rules of Engagement	\$12
Rules of Engagement 2	\$38
Second Conflict WIN	\$34
Seven Cities Gold 2	\$36
Shadow President	\$34
ShadowGate WIN	\$32
Sid Meier's Civil War	\$58
Siege	\$12
Siege Expansion Disk	\$19
Siege With Exp Disk	\$24
Sim Ant	\$32
Sim Ant Windows	\$34
Sim City 2000	\$42
Sim City Classic	\$27
Sim City Classic Win	\$37
Sim City	\$27
Sim City Graphic Set 1	\$18
Sim City Graphic Set 2	\$23
Sim City WIN	\$34
Simearth	\$34
Simearth WIN	\$34
Simform	\$41
Simile	\$39
Simile WIN	\$42
Space Hulk	\$38
Spaceward Hol	\$38
Spaceward Hol WIN	\$36
Special Forces	\$39
Star Control	\$29
Star Control 2	\$36
Star Legions	\$12
Starlineel 1	\$17
Starlineel 2	\$38

### IBM STRATEGY -

Strategic Forces	\$9
Strike Squad	\$41
Sub Version	\$36
Sword of Aragon	\$28
Task Force 1942	\$39
Togol's Mercenaries	\$19
Togol's Mercenaries 2	\$44
Theatre of War	\$12
Traders	\$15
Unnatural Selection	\$38
Vikings Fields Conquest	\$37
Visions of Aftermath	\$24
Walls of Rome	\$39
War n the Gulf	\$34
Warlords	\$12
Warlords 2	\$40
When Two Worlds War	\$42
Worlds at War	\$19

### IBM TRADITIONAL

3 D Pinball	\$10
3 in 1 Players's Pack	\$9
3D Pool	\$12
Acquire	\$8
Amarillo Slim's Poker	\$12
Amarillo Slim 7 Card Std	\$10
Armada Villa Crespo CB	\$10
Backgammon By George	\$9
Baseball Card Collector	\$18
Baseball Facts	\$9
Battle Chess 4000 SVGA	\$36
Battle Chess 4000 VGA	\$32
Battle Chess	\$19
Battle Chess WIN	\$29
Blackjack	\$9
Blackjack WIN	\$12
Bridge 7	\$24
Bridgemaster	\$29
Caesars Palace WIN	\$15
Casino Craps	\$10
Casino Game Pak WIN	\$32
Casino Master WIN	\$25

### IBM TRADITIONAL

Casinos of the World	\$29
Checkmate	\$36
Checkmate WIN	\$36
Chess Net WIN	\$9
Chess X Colossus	\$9
ChessMaster 5 Bill & 1	\$39
Chessmaster 2000	\$27
Chessmaster 3000	\$29
Chessmaster 3000 WIN	\$34
Classic 5	\$32
Classic 5 WIN	\$32
Clue	\$12
Clue Master Detective	\$15
Combination Lock	\$9
Dealer's Choice	\$29
Demon Blue	\$9
Dr Floyd's Desktop Toys	\$14
Dr Thorp's Blackjack	\$32
Dr Thorp's mini Blackjack	\$9
Dr Wong's Jacks & Video	\$9
Edward O'Thorpe BJ	\$9
Electric Jigsaw	\$12
FS Pro	\$21
Faces Teins 3	\$15
Family Crossword Puz	\$28
Gambit	\$38
Game-Maker	\$49
Games Master WIN	\$6
Game Pak 1	\$19
Games People Play	\$21
Go Master Dix Ver 4	\$89
Go Master Dix Ver 5	\$89
Go Master Ver 5 WIN	\$39
Go Master Dix Ver 5 WIN	\$79
Go Master Junior Ver 4	\$19
Go Master Junior Ver 5	\$19
Go Master Jr Ver 5 WIN	\$19
Go Master Tool Kit	\$39
Go Master Tool Kit WIN	\$79
Go Master Ver 4	\$34
Go Master Ver 4 WIN	\$39
Go Master Ver 5	\$39
Grand Slam Bridge 2	\$27
GrandMaster Chess Dlx	\$37

### IBM TRADITIONAL

Grandmaster Chess	\$19
Home Alone 2	\$26
Home Casino Spectacular	\$9
Hong Kong Mah Jong	\$32
Hoyie's Book Games V1	\$21
Hoyie's Book Games V2	\$19
Hoyie's Book Games V4	\$29
Ishido	\$17
Jeopardy	\$9
Jeopardy 2	\$9
Jeopardy 25th Aniv	\$15
Jeopardy Junior	\$5
Jeopardy Sports Edition	\$7
Jeopardy, Super Talking	\$21
Jones Fast Lane	\$24
Josek, Genius	\$39
Klotski Polish Puzzles	\$9
Laffor Utilites WIN	\$21
Lexicross	\$24
Lotto Gold	\$29
Lucky's Casino Adventure	\$39
Monopoly	\$29
Monopoly Deluxe	\$29
Monopoly Deluxe WIN	\$32
Oligopoly	\$9
Omni Sharif Bridge WIN	\$32
Omni Sharif on Bridge	\$34
On Target	\$10
Origamo	\$39
Pictionary	\$12
Pool Shark	\$15
Positronic Bridge	\$30
Price is Right	\$15
Prime Time Hits	\$25
Prime Time Hits 2	\$24
Puzzle Gallery 1	\$9
Puzzle Gallery 2	\$9
Puzzle Master	\$6
Puzznic	\$9
Risk	\$19
Risk WIN	\$26
Rodeo Games	\$9
Russian Six Pack	\$39
Sargon 4	\$9

### IBM TRADITIONAL

Sargon 5	\$13
Scrabble	\$19
Scrabble Deluxe	\$26
Scrabble Deluxe WIN	\$26
Scribler	\$34
Scrupies	\$28
Shanghai 2	\$29
Sharkey's 3D Pool	\$12
Shog Master	\$34
Solitaire Royale	\$16
Solitaire WIN	\$32
Solitaire's Journey WIN	\$38
Solitaires Journey	\$34
Sorry	\$12
Space Vegetables	\$9
Spot	\$9
Super Jeopardy	\$27
Super Tetris	\$29
Swap	\$29
Tactical Wizard	\$39
Terminator 2 Chess War	\$37
Terminator Chess	\$34
Tesseract WIN	\$16
Tetris	\$15
Tetris Classic	\$26
Tetris Classic WIN	\$26
Trump Castle 2	\$6
Trump Castle 2 DD1	\$4
Trump Castle 2 DD2	\$4
Trump Castle 3	\$29
Turn-n-Burn	\$9
Vegas Entrinmnt Pak	\$20
Vegas Games Pak WIN	\$19
Video Poker Villa Crespo	\$9
Video Poker WIN	\$12
Video Poker by Masque	\$9
Virtual Reality Studio 2	\$49
Wayne's World	\$18
Welltris	\$15
Wheel of Fortune 1	\$6
Wheel of Fortune 2	\$6
Wheel of Fortune 3	\$9
Word Tris	\$27
World Champ Backgam	\$24

### BUDGET

3 D Pinball	\$10
3 in 1 Players's Pack	\$9
4 in 1 Inches	\$4
Action Stations Scen 1	\$6
All Star Sports Pak	\$9
Amarillo Slim's Poker	\$12
Amarillo Slim 7 Card Std	\$10
Armada Villa Crespo	\$10
Back to the Future 3	\$12
Backgammon By George	\$9
Battle of Austerlitz	\$12
BBall Chal 1987 Teams	\$9
BBall Chal 1988 Teams	\$9
BBall Chal 1989 Teams	\$9
Blue Max Aces Great War	\$6
Bo Jackson Baseball	\$12
Buck Rogers	\$12
Cardinal of the Kremlin	\$6
Carl Lewis Challenge	\$9
Chess Net WINDOWS	\$9
Chess X Colossus	\$9
Conflict in Vietnam	\$9
Conqueror Multi Tank	\$6
Crime Does Not Pay	\$12
Das Boot Submarine	\$9
Decision at Gettysburg	\$12
Defender of the Crown	\$12
Dinosoft Add & Subtract	\$12
Dinosoft Begin Algebra	\$12
Don't Go Alone	\$6
Double Dragon 3	\$6
Double Dragon 3	\$9
Dr Doom's Revenge	\$9
Dr Doom's Revenge	\$12
Dr Thorp's mini Blackjack	\$9
Dragons of Flame	\$9
East vs West Berlin 1948	\$9
Edward O'Thorpe BJ	\$9
F15 Strike Eagle 1	\$7
F19 Stealth Fighter	\$12
Fighting for Rome	\$12
Flames of Freedom	\$12
Games Master WIN	\$6
Gold of the Aztecs	\$12



# Sons Of Infocom



## A New Generation of Designers Revives the Text Adventure

by Charles Ardai

A friend of mine who is a science teacher told me recently about an incident in which one of his students, an adolescent who identified herself as a passionate Star Trek fan, stunned him with the revelation that she had never seen the original series—not even once. To commiserate, I related an encounter I'd had with a young (but not all *that* young) gamer who claimed to be an adventure game aficionado but who could only muster a blank stare when I mentioned Infocom. It turned out that what he meant when he had said "I've played them all" was that he even played *King's Quest I*.

"What about Zork?" I asked.

"Yeah," he said. "I think I've heard of that."

### Shall Auld Acquaintance Be Forgotten...

Is it possible that there are people reading this magazine who have never played a text adventure? Might there be *CGW* readers who don't even know what a text adventure is? It is hard to believe and painful to contemplate—yet it is the case, more likely than not.

Like tarring, stone-masonry, speaking Gaelic, and mummification, the creation and appreciation of text adventures is a dying art. It is only through the dedicated efforts of game designers like Mike Roberts of High Energy Software and D. A. Leary of *Adventions* that the text adventure is getting something of a second lease on life.

True, *The Lost Treasures of Infocom* is available in two volumes, spanning seven years' worth of wonderful titles; and true, *Legend* has more or less taken the baton from Infocom, producing text-intensive games such as *Gateway* and Infocom veteran Steve

Meretzky's *Spellcasting* series. However, the former is more a reanimation (stitched together dead things, *a la* Frankenstein) and the latter more an odd experiment (the stitches here binding multimedia gameplay to an old-fashioned text parser, *a la* Dr. Moreau) than a true resurrection of the form.

What Roberts and Leary are doing, on the other hand, is simply creating new text adventures—old-fashioned, yes, and proud of it, but at the same time raw, energetic, rough-edged and exciting. Both men are shareware authors of some repute, taking their first stabs at conventional commercial success with a new game apiece: *Perdition's Flames* (Roberts) and *Unnkulia Zero: The Search For Amanda* (Leary). Both games are brimming with action and set in colorful, exotic locales, and both might easily have been "graphicked" to the hilt and packed full of snazzy animations—but they're not. Both of these games are text adventures.

One imagines, of course, that more than aesthetics went into the decision to do them as text adventures. Just as many young, solo filmmakers' first efforts are shot in black-and-white due to budgetary constraints as much as to artistic preference, it should not surprise anyone when solo adventure game designers start with all-text games. A state-of-the-art sight-and-sound extravaganza along the lines of a *King's Quest* or a *Day of the Tentacle* might keep a few dozen artists and technicians busy for a year, at a cost of a million dollars or more. In the world of text adventures, by contrast, everyone is equal: the better writer can make the better game—period—regardless of the size of his bank account. (This is

especially true when he is working with an extant game creation tool, as these two are. Both games were written using High Energy's *Text Adventure Development System*.)

However, it wasn't just a matter of saving money. Roberts and Leary display too much affection for the genre for that to have been the case. It's clear that they did it for love as well.

### To Hell With You

*Perdition's Flames* is, in several senses, a departure. To begin with, it starts where most other games end, with the line, "You have died." The player doesn't know how or why he has died, nor is it important. All that matters is that he is now on the ferry to Hell, a luxury yacht carrying a milling crowd of the recently deceased. Drinks are on the house, the journey is swift, and when the boat docks, a guide is ready and waiting.

This is Hell? After a fashion, yes. The

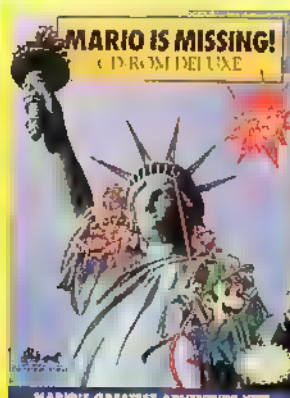
It may look silly but it's a lot cheaper than a 900 hour line.

afterlife has been deregulated, the guide explains, which means that Heaven and Hell now have to compete for



# CHIPS & BITS

PO Box 234  
Rochester VT 05767  
Call 800-699-4263  
Int'l 802-767-3033  
Fax 802-767-3382  
S-10006



**'MARIO IS MISSING CD'** Join Luigi as he searches for the kidnapped Mario from Bowser and his gang of Koopas. Explore exotic cities, master mysterious maps, thwart theiving Koopas, interrogate not so innocent bystanders, endure entertaining examinations, and rescue Mario. \$44



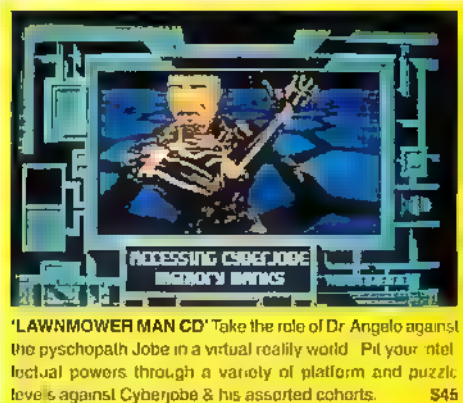
**'RETURN TO ZORK'** is the next generation in the classic Zork series. Return to Zork is an amazing, interactive adventure of danger, intrigue, and low cunning. Filled with fascinating puzzles, it features a cast of Hollywood stars, a revolutionary interface, over an hour of spoken dialogue and music. \$44



**'DARK SEED CD'** Control the fate of two worlds. The world as you know it and the dark world of an ancient and dying civilization. Unlock the secret of a sinister plot and discover the dark passage to their world. A place more terrifying than your darkest nightmare. Floppy Disk \$19  
CD ROM \$48



**'CYBERRACE CD'** You are Clay Shaw, forced to represent the Terran Empire on the cybertrack. CyberRace utilizes voxels, the latest in landscape rendering technology, ray traced vehicles, digitized actors and dialogue, sound effects, cinematic 256 color between race sequences. Floppy Disk \$42  
CD ROM \$48



**'LAWNMOWER MAN CD'** Take the role of Dr. Angelo against the psychopath Jobe in a virtual reality world. Put your intellectual powers through a variety of platform and puzzle levels against CyberJobe & his assorted cohorts. \$45

## BUDGET

Hare Raising Havoc	\$12	Read 'n Roll Data Disk	\$12
Hole In One Mini Golf	\$6	Red Storm Rising	\$12
Hole In One Mini Golf Crs53		Renegade Leg Interceptor	\$12
Hole in 1 Mini Golf Dlx	\$12	Rock A Doodle	\$9
Home Casino Spectacular	\$9	Rules of Engagement	\$12
Jack Nicklaus SE CD 1	\$9	SD 1	\$7
Jack Nicklaus Clip Art	\$6	Sentinel Worlds 1	\$9
Jack Nicklaus CD 5	\$6	Sex Vixens from Space	\$12
Jeopardy Sports Edition	\$7	Shadow Sorcerer	\$9
Joan of Arc	\$12	Sharkey's 3D Pool	\$12
John Elway Quarterback	\$6	Snoopy's Fun Pack	\$9
Keys to Marmon	\$12	Speedreader WIN DD A	\$12
Kioisk: Polish Puzzles	\$9	Speedreader WIN DD B	\$12
Land Sea Air Trilogy	\$12	Speedreader WIN DD C	\$12
Laura Bow Parlor Games	\$9	Storm Across Europe	\$12
Leisure Suit Larry 1	\$12	Street Fighting Man	\$3
Line in the Sand	\$12	Taking of Beverly Hills	\$9
Links CD Barton Creek	\$9	Tengen's Arcade Hits	\$12
M.U.D.S.	\$9	Test Drive 2 Euro Challenge	\$6
M. Baseball All Stars	\$12	Test Drive 2 Muscle Cars	\$12
Magic Candle 2	\$12	Test Drive 2 Supercars	\$12
Magic Johnson Fast Break	\$6	The Dark Half DEMO	\$6
Mananas Turkey Shoot	\$12	Theatre of War	\$12
Matrix Cubed	\$12	Tie Break Tennis	\$9
Mines of Titan	\$9	Treasure Savage Frontier	\$12
NFL Chal Col Alumni	\$9	Trump Cast 2	\$6
NFL Chal Pre Season 90	\$9	Trump Castle 2 DD 1	\$4
NFL Chal 1988 Teams	\$9	Trump Castle 2 DD 2	\$4
NFL Chal 1989 Teams	\$9	Typhoon of Steel	\$12
NFL Chal 81 Pre Season	\$9	Vengeance of Excalibur	\$12
NFL Chal All Star Team	\$9	Video Poker Villa Crespo	\$9
NFL Chal Dream Teams	\$9	Video Poker WINDOWS	\$12
NFL Chal Dream Teams	\$9	Video Poker by Masque	\$9
NFL Pro League Football	\$12	War of the Lance	\$9
Never Ending Story 2	\$9	Warlords	\$12
New Fashions Locator	\$12		
Ninja Garden 2	\$12		
Oil's Well	\$12		
Penthouse Jigsaw XXX	\$12		
Pirates	\$6		
Planet of Lust	\$12		
Power Hits Kids	\$9		
Puzzle Gallery 1	\$9		
Puzzle Gallery 2	\$9		

## AMIGA

Alamo	\$3
Breach 1 Scenario Disk	\$3
Dark Queen Kyrinn DEMO	\$6
Das Boot Submarine	\$9
Dick Tracy	\$10

## AMIGA

Dreadnoughts Ironclads	\$29
F29 Retaliator DEMO	\$3
Fast Break	\$3
Heatwave	\$3
HoverForce	\$3
Jack Nicklaus Clip Art	\$3
Jack Nicklaus Course 1	\$4
Jack Nicklaus Course 3	\$6
Jack Nicklaus Course 4	\$6
Jack Nicklaus Course 5	\$6
Leisure Suit Larry 1	\$9
Loom	\$12
Mean 18 Golf	\$3
Night Shift	\$6
Police Quest 1	\$10
Populous 2 Challenge	\$9
Populous World Editor	\$3
RVF Honda	\$3
Renegade Leg Interceptor	\$9
Secret Monkey Island	\$19
Shark Attack Ultimate Golf	\$6
Test Drive 2 Muscle Cars	\$3
Treasure Trap	\$9
UMS 2	\$19

## MACINTOSH

Battle Chess Enh CD	\$24
Bridge 7	\$24
Dragon's Lair 2	\$24
Dragon's Lair Esc S nge	\$24
Dragon's Lair	\$24
Go Master Dlx Ver 5	\$89
Harpoon Battle Set 4	\$19
Harpoon Scenario Editor	\$19
Heaven & Earth	\$32
Jack Nicklaus Course 1	\$6
Jack Nicklaus Course 2	\$6
Jack Nicklaus Course 3	\$6
Jack Nicklaus Course 4	\$6
Jack Nicklaus Course 5	\$6
Lexicross	\$18
Life and Death	\$24

## MACINTOSH

Monopoly	\$19
Odds	\$6
Omar Sharif Bridge Dlx	\$36
Out of This World	\$36
Pick'n Pile	\$6
Reach for the Stars	\$19
Risk	\$19
Robo Sport	\$24
Shanghai 2	\$19
Sim Ant	\$35
Simcity	\$29
Simcity Terrain Editor	\$9
Space Ace 2	\$24
Spirit of Excalibur	\$19
Star Trek 25th Anniversary	\$24
Starlight 1	\$29
Super Tetris	\$24
Test Drive 2	\$24
Test Drive 2 CA Challenge	\$6
Test Drive 2 Supercars	\$6
Vette	\$24
Where In Europe CSD	\$24
Where World is CSD	\$24
Wordtris	\$24
Yeager's AFT	\$24

## NEO GEO

Neo Geo Gold System	\$569
2020 Super Baseball	\$119
3 Court Bowl	\$199
Alpha Mission 2	\$149
Andros Dinos	\$199
Art of Fighting 1 or 2	\$199
Baseball Stars Pro	\$129
Baseball Stars Pro 2	\$149
Blues Journey	\$149
Burning Fight	\$149
Crossed Swords	\$149
Cyber Lip	\$149
Fatal Fury	\$129
Fatal Fury 2	\$199
Football Frenzy	\$149

## NEO GEO

Ghost Pilots	\$149
King of the Monsters	\$149
King of the Monsters 2	\$179
Last Resort	\$149
League Bowling	\$149
Magic an Lord	\$149
Mutation Nation	\$149
Nam 1975	\$149
Ninja Combat	\$149
Riding Hero	\$149
Robo Army	\$149
Samurai Shodown	\$199
Sengoku	\$139
Sengoku 2	\$199
Soccer Brawl	\$139
Super 8 Man	\$149
Super Spy	\$149
Survivor	\$199
Thrash Rally	\$139
Top Hunter	\$199
Top Players Golf	\$139
View Point	\$199
World Heroes 2	\$199

## JAGUAR

Jaguar System	\$249
Alien Vs Predator	\$59
Baseba	\$59
Basketball	\$59
Battle Zone 2000	\$59
Chackered Flag 2	\$59
Club Drive	\$59
Crescent Galaxy	\$59
CyberMorph	\$59
Evolution: Dino Dudes	\$59
Jaguar Formula 1	\$59
Kasumi Ninja	\$59
NFL Football	\$59
Raiden	\$59
Tempest 2000	\$59
Tiny Toon Adventures	\$59

## FREE GAME OFFER

Spend the specified amount on any software and choose a free IBM game from the corresponding list below. Offer subject to change or cancellation without notice. Valid from November 1st through December 30th or while supplies last.

### SPEND \$100

Backgammon by George Blackjack
Blackjack for Windows
Chessnet
Covert Action 3.5"
Dragons of Flame 5.25"
Dragon Force 5.25"
Earth Rise 5.25"
Free D.C. 5.25"
John Elway Quarterback 5.25"
MacArthur's War 5.25"
S.C. Out
Trump Castle 2 5.25"
Video Poker Windows
Video Poker
Video Poker Ala Carte

### SPEND \$200

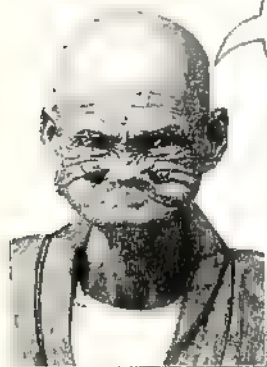
Acquire 3.5"
Amazon 3.5"
Breach 2 5.25"
Lost Admira.
Magic Candle 2 5.25"
Megalaveller Zhodani 5.25"
Mercenaries 5.25"
Playmaker Football
Rules of Engagement 6.25"
Star Legions 5.25"
Warlords 5.25"



souls. The player can choose to go to Heaven at any time.

Why, then, would anyone remain in Hell? Well, they have made some improvements, such that the place now resembles a sorry corner of suburbia more than a nightmare out of Bosch or Dante. As for Heaven, it's never lived up to its reputation. In fact, both halves of the underworld turn out to be pretty dull places. It is the player's job to carve an exciting life out of this eternal banality.

Rather lofty stuff, one might think, and ill suited to the medium—but one would be wrong. *Perdition's Flames* is not the first game to send the player to Hell, but it is the first to offer a non-traditional portrait of the Inferno. Roberts posits an afterlife run by functionaries, something like the Heaven portrayed in movies such as *Heaven Can Wait* or *Defending Your Life*. This makes his Hell an interesting place to explore, as well as sufficiently



... 20 miles, in the snow, and without a fancy-pants user-interface ...

rule-governed to provide for lots of good puzzles.

In tone, *Perdition's Flames* most closely resembles Infocom's

*Bureaucracy* in that the player has to either subvert the system or else spend eternity standing in lines, failing tests, and losing out to more resourceful souls. It is worth noting that many gamers found *Bureaucracy* genuinely, rather than comically, frustrating, and Roberts skates on similarly thin ice when, for instance, he asks the player to solve a calculus-based geometry problem in order to qualify for a driver's license. However, Roberts also turns down the pressure a notch or two through a number of concessions to the player's sanity.

One cannot die in the game, for example, because one is already dead. There is no limit to how many objects one can carry. There is no way to get stuck in a no-win situation. There are no mazes in the game. If all else fails, the game comes with a comprehensive hint book and set of maps.

Strong puzzles abound, including a clever set piece that involves the player's

returning to the Earth as a ghost; an interesting set of interactions with a computer hacker; and, for traditionalists, a meeting with a surly troll on a bridge. There is generally only one solution to any given puzzle, but the solution is always a fair one. Roberts' prose serves the player well, giving all necessary information economically, conjuring up the right atmosphere, and only occasionally lapsing into the lugubrious drone the subject matter invites.

On the downside, some of the game's satire is lame, such as the easy digs at politicians and lawyers. The game would also have been stronger if Roberts had put more thought into building the game's vocabulary—the computer doesn't understand such simple words as "break," "kick," "smash," or "raise," or many of the nouns Roberts uses in his descriptions.

Still, *Perdition's Flames* offers a fresh take on a subject that typically gets a hackneyed treatment and a collection of interlocked puzzles that will challenge the hardest adventurer. If the game's execution is less than perfect, Roberts makes up for it with his sheer originality. In how many other games is it the *right* move for the player to hurl himself into a stream of lava?

## More Than Zero

If *Perdition's Flames* comes close to, but just misses, the quality level of an old Infocom game, *Unnkulia Zero* hits the bullseye. Obviously inspired by the G.U.E. saga (and making an homage in its title to one of the late entries, *Zork Zero*), *Unnkulia Zero* is well-written, -plotted, and -designed. With its forests, trolls, lanterns, swords and under-



> GO NORTH

> GO SOUTH

> GO EAST

GNUSTO?  
REZROV?

Ab hell... my mind's gone Black.



ground caverns, it could fit right into the *Zork* uni-

verse; but Leary has given it a flavor and a history all its own and has peopled it with his own brand of eccentric characters.

The evil Unnkulians have kidnapped Amanda, the betrothed of the Valley King to whom the player, a hulking warrior, has sworn fealty. The King gives the player his quest: find Amanda. The player is booted out of his underground home with nothing more on his person than his trusty sword and a royal insignia ring.

Not to worry: within 20 turns the player will have his hands full...and unlike Roberts, Leary

imposes strict limits on how many items the player can carry, making what to keep and what to discard one of the player's ongoing dilemmas. (In Leary's universe, the player can also both die and back himself into dead ends from which the only escape is a quick "Restore." However, like Roberts, Leary mercifully eschews mazes.)

Leary's puzzles are deceptively tricky—a can of snake repellent may appear to solve one's problems with a pesky pythion, but no such luck. A box of egg substitute found in a monk's kitchen is not, as it turns out, what one has to feed the monk (though it does come in handy later). The problem with some other objects is that they are *too* useful: the handful of berries can certainly serve to quench the player's hunger, but if used in this way they won't be around later when needed to attract a bird of prey.

This particular dead end is nasty but fair. In some instances the game does not play fair, such as when it requires the player to stay in quicksand a turn longer than is intuitively sensible in order to find a valuable object, or when it requires one to keep typing "Dig in burial mound" over and over until the standard "You can't

do that" response is replaced with "Fine, if you insist." Most of the puzzles, however, are not unfair, just very tough.

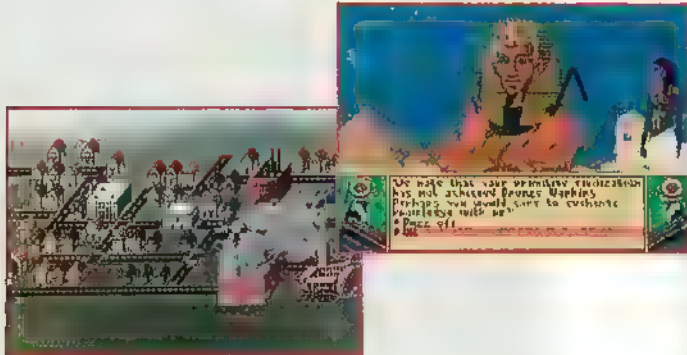
The story established in the opening scene does not unfold so much as evaporate: *Unnkulia Zero* is all about exploring nifty locations and solving puzzles, and only nominally about finding Amanda. Periodically the text (which, incidentally, is even crisper, funnier, and better written than Roberts') re-

# Games For The Power-Hungry

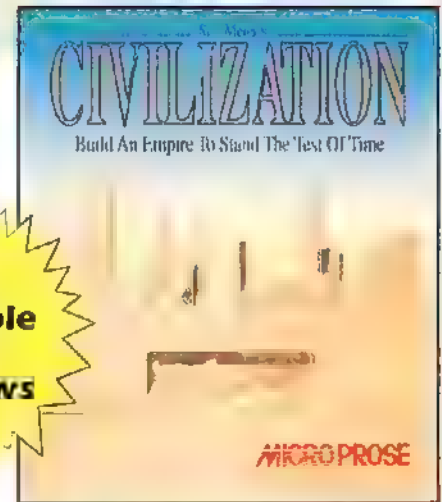
Make the big decisions with four addictive strategy games from MicroProse.

## Sid Meier's Civilization™

Play entertainment software's most highly acclaimed computer game! As the guiding spirit of your own civilization, you'll build complex cities, balance economic growth with military power, and compete with history's greatest leaders.



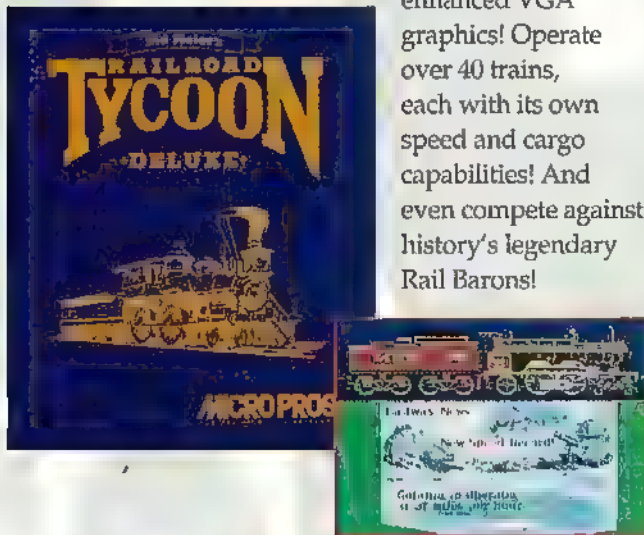
Now  
Available  
for  
Windows



## Sid Meier's Railroad Tycoon® Deluxe

Play the award-winning MicroProse strategy game with all-new features! Build a sprawling railroad empire across six world regions! Watch your empire unfold with

enhanced VGA graphics! Operate over 40 trains, each with its own speed and cargo capabilities! And even compete against history's legendary Rail Barons!



## Master Of Orion™

Play the all-new game of space exploration and combat from MicroProse! With a powerful fleet of space ships at your command, you'll battle, trade, and negotiate with ten alien races. Develop new technologies. And expand your colossal empire as you inhabit or exploit inhospitable worlds.



**MICRO PROSE**  
ENTERTAINMENT SOFTWARE

SERIOUS FUN SOFTWARE

© 1993 MicroProse Software, Inc. ALL RIGHTS RESERVED.

To get our free catalog, call 1-800-879-PLAY Mon-Fri, 8:30 am-5:00 pm EST or fill out the coupon and mail it to: MicroProse Software, Inc.  
180 Lakefront Drive • Dept. D10 • Hunt Valley, MD 21030-2245

Name: \_\_\_\_\_

Address: \_\_\_\_\_

City: \_\_\_\_\_ State: \_\_\_\_\_ Zip: \_\_\_\_\_



minds the player about the goal, but Amanda basically has as much to do with the game as the Wizard of Frobozz had to do with *Zork II*. So what does the player have to do, if not look for Amanda?

Find and cook a dragon's egg; forge a necklace and bestow it on a nymph; travel through time and shut down a nuclear reactor; and many other wonderful and unrelated things.

Leary's descriptions of locations, objects, and events are witty and, since he has programmed the game to understand almost any word the player might reasonably want to throw at it, abundant. The game does not come with a hintbook, but the text itself contains subtle clues for those who know how to read between the lines. From the very first scene, it is obvious that Leary has studied the Old Masters and knows what he is doing.

If there is any negative at all to *Unnkulia Zero*, it is that it is too

The life of a Text Game Designer might be rough, but at least we eat well.



rich in references to earlier, shareware installments in the Unnkulia saga, which most gamers will not have played. Yet even this has its benefits: it makes the world in which the game takes place seem bigger and more fully realized than the typical, generic fantasy setting.

## Dauids and Goliath

In the shadows of unmerited obscurity, little guys like Roberts and Leary are accomplishing something that other companies, with all their video-capture technology and digitized sound effects, are unlikely to pull off: they are recapturing the thrill of the original Infocom adventures, the ones that were held together with spit and baling wire and seat-of-the-pants creativity. Like the first *Zorks*, these games taste like something cooked up late at night in the corridors and machine rooms at MIT.

It is a flavor to be cherished. Any young'uns who have not yet had the pleasure owe it to

themselves to take a taste of the brew that kept a generation of gamers glued to their screens back in the stone age.

*Perdition's Flames* is available for \$25 plus \$2 for shipping. Orders can be placed through High Energy's BBS (415) 493-2420, voice orders (415) 493-2430, or by mail at the following address:

High Energy Software  
P.O. Box 50422  
Palo Alto, CA 94303

Compuserve: 73737,417  
Genie: M.ROBERTS10  
Internet: support@hinrg.starconn.com

*Unnkulia Zero: The Search For Amanda* can be ordered by mail at the address below. Send \$25 to:

ADVENTIONS  
P.O. Box 851  
Columbia, MD 21044  
Compuserve: 76440,2671  
Genie: ADVENTIONS  
Internet: dmb@ai.mit.edu

(Maryland Residents add \$1.25 sales tax. Specify MS-DOS (5.25" or 3.5") or Macintosh.) **CSW**

# SOFTWARE LIQUIDATION

## SIERRA SPECIALS

**\$20 ea., 3 or more \$15 each**

QUEST FOR GLORY 1 or 2,  
KING'S QUEST 1, 2, 3 or 4,  
SPACE QUEST 1, 2, 3 or 4,  
LEISURE SUIT LARRY 1, 2, 3 or 5,  
LAFFER UTILITIES, HEART OF CHINA,  
RISE OF THE DRAGON, ZELIARD,  
POLICE QUEST 1, or 3, FIREHAWK,  
MIXED UP MOTHER GOOSE,  
MANHUNTER SAN FRANCISCO,  
OIL'S WELL, THEXDER

## MICROPROSE

**\$20 ea., 3 or more \$15 each**

SEA ROGUE, HYPERSPEED, MID WINTER,  
PUNISHER, DR. DOOM'S REVENGE,  
SWORD OF THE SAMURAI, ELITE PLUS,  
KNIGHTS OF THE SKY, FLAMES OF FREEDOM,  
AMAZING SPIDERMAN, RED STORM RISING,  
LIGHTSPEED, MEGATRAVELLER 1 or 2,  
COVERT ACT ON, TWILIGHT 2000, TROIKA.

## COMPSULT

P.O. BOX 5160  
SAN LUIS OBISPO, CA 93403  
(805) 544-6616

## EPYX BARGAINS

**YOUR CHOICE \$5 EACH**

IMPOSSIBLE MISSION 2, FINAL ASSAULT, TOWER TOPPLER,  
CALIFORNIA GAMES, I.R. CRACKDOWN, DIVE BOMBER, WORLD  
GAMES, WINTER GAMES, DEATH SWORD, PROJECT NEPTUNE,  
SPACE STATION OBLIVION, SUB BATTLE, TECHNOCOP.

## SSI SALE

**\$15 EACH**

**3 OR MORE \$10 EACH**

ROADWAR EUROPA, CONFLICT KOREA,  
SECRET OF THE SILVER BLADES, HILLSFAR,  
DRAGONS OF FLAME, FIRST OVER GERMANY,  
MATRIX CUBED, HEROES OF THE JAJCE,  
POOL OF RADIANCE, SWORD OF ARAGON,  
MEDIEVAL LORDS, LINE IN THE SAND,  
GATEWAY TO THE SAVAGE FRONTIER,  
TREASURES OF THE SAVAGE FRONTIER,  
COUNTDOWN TO DOOMSDAY,  
DEATH KNIGHTS OF KRYNN.

## THREE-SIXTY PACIFIC

**\$10 EACH\***

MEGAFORTRESS, PATRIOT  
ARMOR ALLEY, BLUE MAX

**\$20 EACH\***

**V FOR VICTORY:**

UTAH BEACH, VELIKIYE LUKI  
-or- MARKET GARDEN

\*SLIGHTLY BLEMISHED BOXES.

## MORE GREAT DEALS

SPECIAL FORCES, by Microprose \$15  
RAILROAD TYCOON, by Microprose \$15  
F-117A STEALTH FIGHTER, by Microprose \$25  
GUNSHIP 2000, by Microprose \$25  
BAD BLOOD -or- ULTIMA 6, by Origin \$20  
DARKLANDS, by Microprose \$25  
MANTIS -or- GREENS, by Microprose \$25  
DUNE, REALMS -or- CONAN, by Virgin \$20  
ARKANOID 2 -or- BUBBLE BOBBLE \$10

**VISA & MASTERCARD ORDERS CALL..**

**1-800-676-6616**

**CREDIT CARD ORDERS ONLY!! \$25 MINIMUM**

TO ORDER: SEND CHECK OR MONEY ORDER INCLUDING SHIPPING CHARGES OF \$5 FOR U.S.A., \$8 FOR CANADA/MEXICO, \$16 ALL OTHERS. CALIFORNIANS MUST INCLUDE 7.25% SALES TAX. TO RECEIVE OUR CATALOG OF 1000s OF CLOSEOUTS FOR IBM, AMIGA, APPLE ATARI, COMMODORE 64/128 & MAC, SEND \$2 IN CASH OR STAMPS ALONG WITH YOUR NAME & ADDRESS & WE WILL SEND IT TO YOU BY 1st CLASS MAIL. PLEASE! DO NOT CALL FOR A CATALOG.. OF COURSE, IF YOU PLACE AN ORDER FROM THIS AD, YOU WILL RECEIVE OUR LATEST CATALOG FREE WITH YOUR ORDER. TO CHECK FOR AN ITEM NOT LISTED HERE.. CALL (805) 544-6616

# PILOT THE NAVY'S FIRST LINE OF DEFENSE.

## FLEET DEFENDER

The F-14 Tomcat Simulation!

Actual screens may vary

It's all up to you! The skies are swarming with bandits. Only you stand between the threat and your carrier battle group.

Lock on your radar and launch the Navy's advanced weapons to destroy the most sophisticated enemy targets ever developed for a MicroProse simulation. Roll, turn, climb, and dive to out-manuever enemy aircraft using an artificial intelligence developed right out of Soviet and Third World military doctrine.

**MICRO PROSE**  
ENTERTAINMENT • SOFTWARE

© 1993 MicroProse Software, Inc. ALL RIGHTS RESERVED.

For IBM-PC/Compatibles.

Circle Reader Service #197

A computer-controlled wingman responds to your every command. And, you'll interact with strike packages that include F/A-18 Hornets, A-6 Intruders, A-7 Corsairs and E-2C Hawkeye AWACS.

Featuring the latest in 3-D terrain technology derived from digitized information taken from LANDSAT geological surveys, you'll pilot your F-14 through actual locations.

Fleet Defender from MicroProse. We brought you the F-15 Strike Eagle, now try the F-14 Tomcat featuring the most authentically modeled F-14 systems available anywhere outside of the Navy.

To get a free catalog, call 1-800-879-PLAY Mon-Fri 8:30 am-5:00 pm EST  
or hit cut the coupon and mail to: MicroProse Software, Inc.  
180 Lakefront Drive • Dept. D10 • Hunt Valley, MD 21030-2245

Name \_\_\_\_\_  
Address \_\_\_\_\_  
City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

AAV



Circle Reader Service #50







# COMPUTER Express

800-228-7749 EXT 326

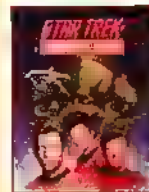
## ART OF THE KILL



A audiovisual guide to modern air to air combat. Learn the secrets of harnessing the thrust, agility and firepower of one of the world's most deadly fighter aircraft. Read about your heart-pounding air combat situations in a series of highly entertaining experiences. Learn how the pros execute these maneuvers by watching the accompanying videos of live action and computerized combat footage. Contains 180 page book and a 72-minute videotape.

PUBLISHER: Spectrum Malabyte  
PART #: 32546 **\$24**

## STAR TREK: JUDGMENT KITES



The 5 year mission continues. Encounter strange adversaries in situations that simply defy logic. True episode format brings eight original missions into your computer. As Captain Kirk you and your entire crew, Spock, Dr. McCoy, Uhura, Sulu, Chekov and Scott, bring the original unique TV series humor on board. Digitized original painted backgrounds and detailed computer-rendered starships pull you into the missions. Original series' sound effects and music take you back to the action.

PUBLISHER: Interplay  
PART #: 31772 **\$33**

## WINTERFLIGHT



From San Jose to Marin County and from Napa Valley to the Golden Gate. Photo-realistic real-time ray-traced images derived from actual satellite photos and combined with low altitude enhanced polygonal scenery.

Views so remarkably detailed, so real, it's like looking out an airplane window! Take off and land at a wide variety of airports, all of them complete with runways, taxiways, main buildings, lighting and NAVAIDS. REQUIREMENTS: IBM 386/33MHz or higher. MS Flight Simulator 3.0. 4MB. 2MB minimum expanded memory.

PUBLISHER: Mallard  
PART #: 31658 **\$27**



Journey through time from the mouth of the Amazon to its rocky sources in the Andes high country. Find the medicinal plant that will save the ancient Incas from extinction and deliver it to the Inca king.

Meet as many as 30 other historic explorers, naturalists, scientists, and natives. Exercise problem-solving and reading comprehension skills. Develop navigational abilities. Introduce ecosystems and provides insights into South American history from the time of the Spanish Conquistadors to present.

PUBLISHER: MECC  
PART #: 31485 **\$33**

## BRAM STOKER'S DRACULA

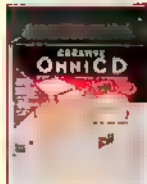


The world's lone most horror story drives a stake through the heart of your PC with this sequel to the blockbuster movie. Enter one of the most amazing worlds ever created and fight for your life as you play Harker.

Only man in the world who can stop Dracula in his plan to take yet another mortal soul. Features a first person 3-D perspective, 256-color texture mapped graphics and heart-pounding digital sound effects and musical score. Eerie atmosphere and grotesque monsters enough to make your skin crawl!

PUBLISHER: Psygnosis  
PART #: 32548 **\$31**

## OMNIT CD UPGRADE KIT



Multimedia Upgrade Kit includes Double-speed CD-ROM drive. Audix PhotoSaver SE and QuickCD Double-speed CD-ROM drive is multimedia photo CD compatible fully MPC level 2 compliant, CD-ROM XA ready.


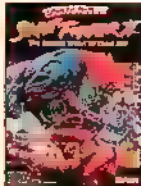
and features a 300KB/sec transfer rate, 350ms access time and a 64KB RAM buffer. For use in systems with or without sound cards. Motorized tray-loading, doesn't require a caddy. Supports all PCs and sound cards. REQUIREMENTS: IBM 386s or above. 2MB. 30MB hard drive.

PUBLISHER: Creative Labs  
PART #: 31809 **\$299**

JOYSTICKS/GAMECARDS		
Flight Stick	34	
C-Force Flight Yoke	31	
GameCard III Automatic	25	
GameCard III MCA Automatic	39	
Nextbook Gameport	40	
ThrusterMaster ACM Game Card	20	
ThrusterMaster Flight Control	62	
ThrusterMaster Pro Flight	102	
ThrusterMaster Weapon UPROM	65	
Thunderstick	24	
SPEAKERS		
AR Partner 22 Speaker Sys	169	
AR Pa. 42 Speaker Sys	64	
AR Partner 520 Speaker System	252	
AR Partner 622 Speaker System	252	
Altec AC500 Speakers	206	
Koss HD 1 Speakers	22	
Koss HD-4 Speakers	40	
Koss HD-6 Speakers	63	
Labtec CS 1000 Speakers	78	
Labtec CS 150 Speakers	20	
Labtec CS 180 Shielded Speaker	20	
Labtec CS 550 Speakers	24	
Labtec CS-80X Speakers	32	
Labtec CS-900 Speakers	66	
Labtec SS-100 Stereo Speakers	18	
Labtec SS-700 Speakers	28	
CD-ROM TITLES		
CD 20th Century Video Almanac	109	
CD 7th Quest	49	
CD Adventures	30	
CD Adventures of Willy Beantish	38	
CD Air Warrior	34	
CD Animals MPC VERSION	55	
CD Arthur's Teacher Trouble	39	
CD B17 & Silent Service II	34	
CD Backroad Racer	45	
CD Bare Assets	54	
CD Berlitz Japan Alive	109	
CD Berlitz Think & Talk French	109	
CD Better Homes Healthily	16	
CD Babies & Religion	42	
CD Blue Force	38	
CD Capitol Hill	27	
CD Chessmaster 3000 Window	55	
CD Cinema Nova Guide	50	
CD Clippart Gallery	12	
CD Company of Wholes w/Video	43	
CD Complete Bookshop	12	
CD Complete House	22	
CD Complete Encyclopedia upg	90	
CD Complete Interactive Ency.	236	
CD Conspiracy	42	
CD Cookbook Heaven	18	
CD Curse of Enchanito	24	
CD Day of the Tentacle	38	
CD Devilstar Arcade outlits	12	
CD Dictionary of Living World	90	
CD Dinosaur Adventure	42	
CD Dinosaur Multimedia Ency.	44	
CD Dragon's Tail	34	
CD Dune	50	

CD-ROM TITLES		
CD Eco Quest Search for Celus	58	
CD European Racers	41	
CD F15 Strike Eagle III	46	
CD Family Doctor MPC Windows	45	
CD Fiscal Eclat	27	
CD Global Explorer	87	
CD Goblins	28	
CD Goblins 2	28	
CD Grog: Naval Battles Pack	44	
CD Guinness Dist Records '93	56	
CD Gunship 2000 w/Scenario	34	
CD HAVA Radio	12	
CD Hell Club	45	
CD Hi-Tech Aircraft	45	
CD Humans	27	
CD Inx	27	
CD Indiana Fate of Atlantis	52	
CD Iron Helix	50	
CD Just a Random	52	
CD Jutland	34	
CD Kay Hama	27	
CD King James Elec Bible	27	
CD King's Quest VI	27	
CD King's Quest VII	27	
CD King's Quest VIII	27	
CD King's Quest IX	27	
CD King's Quest X	27	
CD King's Quest XI	27	
CD King's Quest XII	27	
CD King's Quest XIII	27	
CD King's Quest XIV	27	
CD King's Quest XV	27	
CD King's Quest XVI	27	
CD King's Quest XVII	27	
CD King's Quest XVIII	27	
CD King's Quest XIX	27	
CD King's Quest XX	27	
CD King's Quest XXI	27	
CD King's Quest XXII	27	
CD King's Quest XXIII	27	
CD King's Quest XXIV	27	
CD King's Quest XXV	27	
CD King's Quest XXVI	27	
CD King's Quest XXVII	27	
CD King's Quest XXVIII	27	
CD King's Quest XXIX	27	
CD King's Quest XXX	27	
CD King's Quest XXXI	27	
CD King's Quest XXXII	27	
CD King's Quest XXXIII	27	
CD King's Quest XXXIV	27	
CD King's Quest XXXV	27	
CD King's Quest XXXVI	27	
CD King's Quest XXXVII	27	
CD King's Quest XXXVIII	27	
CD King's Quest XXXIX	27	
CD King's Quest XL	27	
CD King's Quest XLI	27	
CD King's Quest XLII	27	
CD King's Quest XLIII	27	
CD King's Quest XLIV	27	
CD King's Quest XLV	27	
CD King's Quest XLVI	27	
CD King's Quest XLVII	27	
CD King's Quest XLVIII	27	
CD King's Quest XLIX	27	
CD King's Quest L	27	
CD King's Quest LI	27	
CD King's Quest LII	27	
CD King's Quest LIII	27	
CD King's Quest LIV	27	
CD King's Quest LV	27	
CD King's Quest LVI	27	
CD King's Quest LVII	27	
CD King's Quest LVIII	27	
CD King's Quest LIX	27	
CD King's Quest LX	27	
CD King's Quest LXI	27	
CD King's Quest LXII	27	
CD King's Quest LXIII	27	
CD King's Quest LXIV	27	
CD King's Quest LXV	27	
CD King's Quest LXVI	27	
CD King's Quest LXVII	27	
CD King's Quest LXVIII	27	
CD King's Quest LXIX	27	
CD King's Quest LXX	27	
CD King's Quest LXXI	27	
CD King's Quest LXXII	27	
CD King's Quest LXXIII	27	
CD King's Quest LXXIV	27	
CD King's Quest LXXV	27	
CD King's Quest LXXVI	27	
CD King's Quest LXXVII	27	
CD King's Quest LXXVIII	27	
CD King's Quest LXXIX	27	
CD King's Quest LXXX	27	
CD King's Quest LXXXI	27	
CD King's Quest LXXXII	27	
CD King's Quest LXXXIII	27	
CD King's Quest LXXXIV	27	
CD King's Quest LXXXV	27	
CD King's Quest LXXXVI	27	
CD King's Quest LXXXVII	27	
CD King's Quest LXXXVIII	27	
CD King's Quest LXXXIX	27	
CD King's Quest LXXXX	27	
CD King's Quest LXXXXI	27	
CD King's Quest LXXXXII	27	
CD King's Quest LXXXXIII	27	
CD King's Quest LXXXXIV	27	
CD King's Quest LXXXXV	27	
CD King's Quest LXXXXVI	27	
CD King's Quest LXXXXVII	27	
CD King's Quest LXXXXVIII	27	
CD King's Quest LXXXXIX	27	
CD King's Quest LXXXXX	27	
CD King's Quest LXXXXXI	27	
CD King's Quest LXXXXXII	27	
CD King's Quest LXXXXXIII	27	
CD King's Quest LXXXXXIV	27	
CD King's Quest LXXXXXV	27	
CD King's Quest LXXXXXVI	27	
CD King's Quest LXXXXXVII	27	
CD King's Quest LXXXXXVIII	27	
CD King's Quest LXXXXXIX	27	
CD King's Quest LXXXXXX	27	
CD King's Quest LXXXXXXI	27	
CD King's Quest LXXXXXXII	27	
CD King's Quest LXXXXXXIII	27	
CD King's Quest LXXXXXXIV	27	
CD King's Quest LXXXXXXV	27	
CD King's Quest LXXXXXXVI	27	
CD King's Quest LXXXXXXVII	27	
CD King's Quest LXXXXXXVIII	27	
CD King's Quest LXXXXXXIX	27	
CD King's Quest LXXXXXXX	27	
CD King's Quest LXXXXXXXI	27	
CD King's Quest LXXXXXXXII	27	
CD King's Quest LXXXXXXXIII	27	
CD King's Quest LXXXXXXXIV	27	
CD King's Quest LXXXXXXXV	27	
CD King's Quest LXXXXXXXVI	27	
CD King's Quest LXXXXXXXVII	27	
CD King's Quest LXXXXXXXVIII	27	
CD King's Quest LXXXXXXXIX	27	
CD King's Quest LXXXXXXXI	27	
CD King's Quest LXXXXXXXII	27	
CD King's Quest LXXXXXXXIII	27	
CD King's Quest LXXXXXXXIV	27	
CD King's Quest LXXXXXXXV	27	
CD King's Quest LXXXXXXXVI	27	
CD King's Quest LXXXXXXXVII	27	
CD King's Quest LXXXXXXXVIII	27	
CD King's Quest LXXXXXXXIX	27	
CD King's Quest LXXXXXXXI	27	
CD King's Quest LXXXXXXXII	27	
CD King's Quest LXXXXXXXIII	27	
CD King's Quest LXXXXXXXIV	27	
CD King's Quest LXXXXXXXV	27	
CD King's Quest LXXXXXXXVI	27	
CD King's Quest LXXXXXXXVII	27	
CD King's Quest LXXXXXXXVIII	27	
CD King's Quest LXXXXXXXIX	27	
CD King's Quest LXXXXXXXI	27	
CD King's Quest LXXXXXXXII	27	
CD King's Quest LXXXXXXXIII	27	
CD King's Quest LXXXXXXXIV	27	
CD King's Quest LXXXXXXXV	27	
CD King's Quest LXXXXXXXVI	27	
CD King's Quest LXXXXXXXVII	27	
CD King's Quest LXXXXXXXVIII	27	
CD King's Quest LXXXXXXXIX	27	
CD King's Quest LXXXXXXXI	27	
CD King's Quest LXXXXXXXII	27	
CD King's Quest LXXXXXXXIII	27	
CD King's Quest LXXXXXXXIV	27	
CD King's Quest LXXXXXXXV	27	
CD King's Quest LXXXXXXXVI	27	
CD King's Quest LXXXXXXXVII	27	
CD King's Quest LXXXXXXXVIII	27	
CD King's Quest LXXXXXXXIX	27	
CD King's Quest LXXXXXXXI	27	
CD King's Quest LXXXXXXXII	27	
CD King's Quest LXXXXXXXIII	27	
CD King's Quest LXXXXXXXIV	27	
CD King's Quest LXXXXXXXV	27	
CD King's Quest LXXXXXXXVI	27	
CD King's Quest LXXXXXXXVII	27	
CD King's Quest LXXXXXXXVIII	27	
CD King's Quest LXXXXXXXIX	27	
CD King's Quest LXXXXXXXI	27	
CD King's Quest LXXXXXXXII	27	
CD King's Quest LXXXXXXXIII	27	
CD King's Quest LXXXXXXXIV	27	
CD King's Quest LXXXXXXXV	27	
CD King's Quest LXXXXXXXVI	27	
CD King's Quest LXXXXXXXVII	27	
CD King's Quest LXXXXXXXVIII	27	
CD King's Quest LXXXXXXXIX	27	
CD King's Quest LXXXXXXXI	27	
CD King's Quest LXXXXXXXII	27	
CD King's Quest LXXXXXXXIII	27	
CD King's Quest LXXXXXXXIV	27	
CD King's Quest LXXXXXXXV	27	
CD King's Quest LXXXXXXXVI	27	
CD King's Quest LXXXXXXXVII	27	
CD King's Quest LXXXXXXXVIII	27	
CD King's Quest LXXXXXXXIX	27	
CD King's Quest LXXXXXXXI	27	
CD King's Quest LXXXXXXXII	27	
CD King's Quest LXXXXXXXIII	27	
CD King's Quest LXXXXXXXIV	27	
CD King's Quest LXXXXXXXV	27	
CD King's Quest LXXXXXXXVI	27	
CD King's Quest LXXXXXXXVII	27	
CD King's Quest LXXXXXXXVIII	27	
CD King's Quest LXXXXXXXIX	27	
CD King's Quest LXXXXXXXI	27	
CD King's Quest LXXXXXXXII	27	
CD King's Quest LXXXXXXXIII	27	
CD King's Quest LXXXXXXXIV	27	
CD King's Quest LXXXXXXXV	27	
CD King's Quest LXXXXXXXVI	27	
CD King's Quest LXXXXXXXVII	27	
CD King's Quest LXXXXXXXVIII	27	
CD King's Quest LXXXXXXXIX	27	
CD King's Quest LXXXXXXXI	27	
CD King's Quest LXXXXXXXII	27	
CD King's Quest LXXXXXXXIII	27	
CD King's Quest LXXXXXXXIV	27	
CD King's Quest LXXXXXXXV	27	
CD King's Quest LXXXXXXXVI	27	
CD King's Quest LXXXXXXXVII	27	
CD King's Quest LXXXXXXXVIII	27	
CD King's Quest LXXXXXXXIX	27	
CD King's Quest LXXXXXXXI	27	
CD King's Quest LXXXXXXXII	27	
CD King's Quest LXXXXXXXIII	27	
CD King's Quest LXXXXXXXIV	27	
CD King's Quest LXXXXXXXV	27	
CD King's Quest LXXXXXXXVI	27	
CD King's Quest LXXXXXXXVII	27	
CD King's Quest LXXXXXXXVIII	27	
CD King's Quest LXXXXXXXIX	27	
CD King's Quest LXXXXXXXI	27	
CD King's Quest LXXXXXXXII	27	
CD King's Quest LXXXXXXXIII	27	
CD King's Quest LXXXXXXXIV	27	
CD King's Quest LXXXXXXXV	27	
CD King's Quest LXXXXXXXVI	27	
CD King's Quest LXXXXXXXVII	27	
CD King's Quest LXXXXXXXVIII	27	
CD King's Quest LXXXXXXXIX	27	
CD King's Quest LXXXXXXXI	27	
CD King's Quest LXXXXXXXII	27	
CD King's Quest LXXXXXXXIII	27	
CD King's Quest LXXXXXXXIV	27	
CD King's Quest LXXXXXXXV	27	
CD King's Quest LXXXXXXXVI	27	
CD King's Quest LXXXXXXXVII	27	
CD King's Quest LXXXXXXXVIII	27	
CD King's Quest LXXXXXXXIX	27	
CD King's Quest LXXXXXXXI	27	
CD King's Quest LXXXXXXXII	27	
CD King's Quest LXXXXXXXIII	27	
CD King's Quest LXXXXXXXIV	27	
CD King's Quest LXXXXXXXV	27	
CD King's Quest LXXXXXXXVI	27	
CD King's Quest LXXXXXXXVII	27	
CD King's Quest LXXXXXXXVIII	27	
CD King's Quest LXXXXXXXIX	27	
CD King's Quest LXXXXXXXI	27	
CD King's Quest LXXXXXXXII	27	
CD King's Quest LXXXXXXXIII	27	
CD King's Quest LXXXXXXXIV	27	
CD King's Quest LXXXXXXXV	27	
CD King's Quest LXXXXXXXVI	27	
CD King's Quest LXXXXXXXVII	27	
CD King's Quest LXXXXXXXVIII	27	
CD King's Quest LXXXXXXXIX	27	
CD King's Quest LXXXXXXXI	27	
CD King's Quest LXXXXXXXII	27	
CD King's Quest LXXXXXXXIII	27	
CD King's Quest LXXXXXXXIV	27	
CD King's Quest LXXXXXXXV	27	
CD King's Quest LXXXXXXXVI	27	
CD King's Quest LXXXXXXXVII	27	
CD King's Quest LXXXXXXXVIII	27	
CD King's Quest LXXXXXXXIX	27	
CD King's Quest LXXXXXXXI	27	
CD King's Quest LXXXXXXXII	27	
CD King's Quest LXXXXXXXIII	27	





**PUBLISHER:** MS Tech Expressions **\$33**  
**PART #:** 30926



Pro/Press and CD-quality 16-bit stereo sound at a great value. Offers advanced audio technology, enhances business and recreational applications. True 16-bit stereo sound, 16 bit and 8 bit stereo sampling and playback—from 44.1 to 44.1 kHz. 20 voices, 4 operator FM music synthesizer. CD-ROM interface for Creative Labs CD-ROM drives. Includes a joystick port, Monologue for Windows, Creative Wave Studio, Creative Sounds!™, Creative Talking Scheduler and Creative Mouse.

**PUBLISHER, Creative Labs** **\$130**  
**PART # 32529**



The battle of the Robo Babes looking for a game to play? Something fun and exciting, yet sower than munding dots or pudgy line games? Look no further. The gorgeous Robo Babes are expecting you! You can find them on Mac! We found

**PUBLISHER:** Megaloth  
**PART #:** 31584 **\$27**



**THE SOFTWARE TOOLWORKS STAR WARS CHESS**

Relive the struggles of the courageous characters from the Star Wars saga in one of the world's oldest games, brought to life in brilliant 3-D animation. As you craft your strategy at each step, you instruct your forces to go forth and do battle. Then, watch as your troops carry out your play, moving into position and fighting battles for territory. Distinctive sound effects and the stirring music of Star Wars includes 5,000 frames of hand-drawn cel animation and 72 unique capture animations.

**PUBLISHER:** Software Toolworks **\$38**  
**PART 2 - 30517**



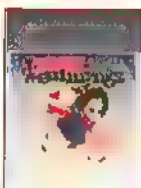
From the beaches of Normandy to the war-torn ruins of Berlin, fly with the U.S. Army Air Force, the R.A.F or the German Luftwaffe. An accurate and detailed Great War Planes simulation. Experience the intensity of aerial combat in the European Theater of WWII as you patrol the front lines, target supply depots and come face to face with moving ground targets and fortified artillery bunkers. Fly more than 20 aircraft in historical campaigns. It's an all-new battle covering land, seas and skies.

**PUBLISHER:** Sierra  
**PART #:** 38445 **\$44**



Millions of years ago, before the "Big Freeze" covered our planet's deserts with ice, a cowman's life was not on easy one. Although this was the only lifestyle known to Joe and Mac, it still had its good side. There was lots of berry juice, dinosaurs, and cow girls to amuse them. Then, one moonlit night, some evil-and-ly neighbors wrecked their village and kidnapped their women. They're alone in the wilderness, and Joe and Mac are the only cowmen available to rescue them. Includes free "Jorassic" c'm

**PUBLISHER:** Broderbund **\$17**  
**PART #:** 324011



These seasonally spirited lemmings are on the move! Due to popular demand, Pygmalion delivers 32 levels of your favorite lemmings holiday gameplay. Bring the lemmings home safely for the holidays as you guide them through their winter wonderland in an all new series of adventures. The humorous and challenging gameplay and of Lemmings takes a winter vacation with the 32 levels of Santa-clad lemmings climbing, digging, and building their way through an animated, whimsical, wintery, story.

PUBLISHER: Psychosis  
PART # 32545 \$13

The sequel to the highly addictive, highly successful, award-winning *Warlords*. Now you have more worlds to conquer, more mighty armies to mate, and more challenges to vanquish. New magical items and abilities. More graphics and backed by a full sound track. Features include random worlds for infinite playability, mysterious hidden maps, exciting and dangerous quests, and exotic army types. Contains 4x4x80 VGA graphics and sound board support.

PUBLISHER 55G \$38  
PAGE # 31571

Sound Blaster 16	MCD ASP	18
Sound Blaster 16	SCSI-2	18
Sound Blaster 16	SCSI-2 ASP	19
SoundMan 16		19

A Train w/ Construction Set	3
American Civil War III	21
American Heritage Dictionary	21
Barbie of Britain 2	2
BestBooks	5
Bomber 2	2
Business Planner	2
CA Cricket Draw III	8
CA Cricket Graph III	8
CA Cricket Presents 2 I	8
CD 7th Guest	2
CD A Hard Day's Night: Beatles	2
CD Butter Hamlet Health Cooking	2
CD Capital Hill	2
CD C.D. 1980	2
CD Iron Horse	5
CD JourneyMan Project	5
CD Just Grandma & Me	5
CD Myu	5
CD Photo CD Access Macintosh	5
CD Photostage Color	2
CD Sensa	2
CD Senses Palace	2
CD Carriers At War	3
CD Christmas For Macintosh	1
CD Chuck Yeager Air Combat	4
CD Civilization	4
CD Copia	4
CD Crime Tycan	4
CD Dinos Adventure	4
CD Easy Section Screen Saver	4
CD Eight Ball Deluxe Pinball	4
CD Falcon MC	4
CD Flight Simulator	4
CD Freddy Pharoas	4
CD Gek Companion	4
CD Ivory Jones Fate of Atlantis	4
CD Kid's World Complete	4
CD Kid Pix 1.2	4
CD King's Quest VI	4
CD Legend of Kyrandia	4
CD M.C.B. Accounting 3.0	10
CD M Sherman Tank	2
CD Mario Teaches Typing	2
CD Micro Kitchen Companion '94	2
CD Monopoly	1
CD Morph	1
CD Out! Down Under	3
CD Out! Into Darkness	3
CD Post Impression	3
CD Quicken 4.0	3
CD Railroad Tycoon	3
CD Ready, Set, Read	2
CD Rex Nebula	2
CD Score RX for ACT at Home	5
CD Score RX for SAT at Home	5
CD Shobox Image Manager	2
CD Sing Award Winning Bundle	2
CD SimAnt	2
CD SimCity Classic	2
CD SimEarth	2
CD SimLife	2
CD Sorcerer	2

Sporkies 1 & 4 EXT-MAC&FAX	21
Star Trek 25th Anniversary	3
Star Trek Science Saver	3
Stellar 7	3
Strip Poker Professional	2
Tesaurus MailStorm	2
Tristan MAC IC/MAC II	1
Uncharted Waters	3
V for Victory III: Mki Garden	4
V for Victory Velikiye Lulu	4
Wheel of Fortune w/Vanna White	4

AD Pinball...	1
HD 10 Headset Sound...	1
AM-10 Microphone Sound...	1
CD Bibles & Religion...	1
CD-Caddy...	1
CD-Clap Goliath...	1
CD Deathstar Arcade Band...	1
CD-Photo CD Access Windows...	1
CD-Programmer's Crack Pack...	1
CD Too Many Typing...	1
Computer Cleaning & Vacuum Kit...	1
Datatrak 10 PB HD 3 1/2" Disks...	1
Dr. Wang's Jaks/Poker Windows...	1
Drive Cleaning Kit J 3 1/2" WCN 5...	1
Keyboard Calculator #KC.1...	1
Labtec AM-72 Microphone...	1
Labtec CD-2 CD Lens Cleaner...	1
Mouse Pad #MP.1...	1
Test Kit 11. Pinca TK#1...	1

Betty Crocker Cookbook DOS	2
Benny Crocker Cookbook Windows	2
CD Night Before Christmas	3
Calendar Creations Baseball	3
Calendar Creations Dogs & Cats	3
Calendar Creations Exotic Cars	3
Calendar Creations Impressions	3
Calendar Creations Nature	3
Calendar Creations Oceans	3
Dynabook 200K Health System	5
Edmundson Int. 16-bit Disk	5
Flicks	5
Final Page Sports/Football Pro	4
Levon CD 160 (internal)	46
Gift Certificate \$100	100
Gift Certificate \$50	50
Golf Companion for Windows	2
Heartbill II Diamond Collection	2
Micro Kitchen Companion DOS	2
Micro Kitchen Companion Window	2
Mirac Piano System MAC	3
Miracle Piano w/FREE Song IBM	32
NHL Hockey	2
News of the Past	3
Print Shop Deluxe Windows	2
Star 5.5 Laser 16 bit	67
Star 5.5 Laser Pro 16 bit	67
Star Story 5+4 Ink Jet	26
Star Trek The Next Generation	4
4-Way Play Adapter SEGA	5
4way in Claws Sega	5
Baby in Claws SNES	6
Claw! SEGA	6
DanceMan Sega SNES	5

**800-228-31 Union Ave**  
日本の皆様よりのオーダー  
又は, CompuServe [D17  
通話料 無料

**FREE UPS G**  
**10,000 I**

Final Fight 2 SNES  
John Madden NFL '94 SEGA  
John Madden NFL '94 SNES  
Jungle Strike SEGA  
Jurassic Park SEGA  
MagicalDin Adapter SEGA  
Mortal Combat 3 SNES  
Mutant League Football SEGA  
NFL '94 SEGA  
NFL '94 SNES  
Shinobi Force SEGA

Street Fighter II SEGA	6
Street Fighter II SNES	6
Super Contra SNES	6
WWF Royal Rumble SNES	6
X-Men SEGA	6
ADD-2 Eye of Bannister Trilogy	4
Air Combat Classics...	3
Berserker Bears Fun Luncing	3
CD-Sink: A Musical Technical	3
Comanche/Aviation 1 & 2 Bundle	3
Falcon 3 0/4mg 29 Bundle	7
Flight Sim 5/Parts & New York	9
Handball III Diamond Collection	9
Mace/Vanora/Batofech I & II	9
Micro Kick Boxer Bundle DQS	9
Mike Kitchley's Best Bundle	9
QIMM 386 Game Pack 7 0	9
Power Game Pack II	9
Synthetic Dynamics Pack VGA	9
Slayer Poker Pro & 1-6 DataDisk	9
Thrustmaster Flight/Rudder	16
Wing Commander II w/Speed	16
X-Wing & Wing Bundle	16

**49 EXT. VOICE:508 443 6**  
**326 FAX:508-443-56**  
**Sudbury, MA 0177**  
日本語で FAX:0011-508-443-5645、  
34で見積りをお問い合わせ下さい。

## END SHIPPING ROCK ITEMS

FastCard Version II	30
PS-160 GPS Navigation System	45
Microsoft PS Mouse 2.0	8
Microsoft PS/2 Serial Mouse	21
Practical PM14400KMT EXT F/M	34
Pro Mouse Studio	35
Sony P1K 100 CD ROM XA Player	85
Sportslink 1.4 4 EXT F/M/Modem	19
Sportslink 1.4 4 INT F/M/Modem	17
Star LS-5 Laser Printer	67
Star NK 1040 Printer	67

Star Street S-48 Ink Jet	289
VGA TV Etnic	289
Access Cam Upgrade 1 1	149
Access Version Upgrade 1 1	299
Access for Windows 1 1	319
After Dark for DOS	299
After Dark for Windows 2.0	299
AutoMap 3.0	299
AutoMap 4.0	299
AutoMap 5.0	299
AutoMap 6.0	299
AutoMap 7.0	299
AutoMap 8.0	299
AutoMap 9.0	299
AutoMap 10.0	299
AutoMap 11.0	299
AutoMap 12.0	299
AutoMap 13.0	299
AutoMap 14.0	299
AutoMap 15.0	299
AutoMap 16.0	299
AutoMap 17.0	299
AutoMap 18.0	299
AutoMap 19.0	299
AutoMap 20.0	299
AutoMap 21.0	299
AutoMap 22.0	299
AutoMap 23.0	299
AutoMap 24.0	299
AutoMap 25.0	299
AutoMap 26.0	299
AutoMap 27.0	299
AutoMap 28.0	299
AutoMap 29.0	299
AutoMap 30.0	299
AutoMap 31.0	299
AutoMap 32.0	299
AutoMap 33.0	299
AutoMap 34.0	299
AutoMap 35.0	299
AutoMap 36.0	299
AutoMap 37.0	299
AutoMap 38.0	299
AutoMap 39.0	299
AutoMap 40.0	299
AutoMap 41.0	299
AutoMap 42.0	299
AutoMap 43.0	299
AutoMap 44.0	299
AutoMap 45.0	299
AutoMap 46.0	299
AutoMap 47.0	299
AutoMap 48.0	299
AutoMap 49.0	299
AutoMap 50.0	299
AutoMap 51.0	299
AutoMap 52.0	299
AutoMap 53.0	299
AutoMap 54.0	299
AutoMap 55.0	299
AutoMap 56.0	299
AutoMap 57.0	299
AutoMap 58.0	299
AutoMap 59.0	299
AutoMap 60.0	299
AutoMap 61.0	299
AutoMap 62.0	299
AutoMap 63.0	299
AutoMap 64.0	299
AutoMap 65.0	299
AutoMap 66.0	299
AutoMap 67.0	299
AutoMap 68.0	299
AutoMap 69.0	299
AutoMap 70.0	299
AutoMap 71.0	299
AutoMap 72.0	299
AutoMap 73.0	299
AutoMap 74.0	299
AutoMap 75.0	299
AutoMap 76.0	299
AutoMap 77.0	299
AutoMap 78.0	299
AutoMap 79.0	299
AutoMap 80.0	299
AutoMap 81.0	299
AutoMap 82.0	299
AutoMap 83.0	299
AutoMap 84.0	299
AutoMap 85.0	299
AutoMap 86.0	299
AutoMap 87.0	299
AutoMap 88.0	299
AutoMap 89.0	299
AutoMap 90.0	299
AutoMap 91.0	299
AutoMap 92.0	299
AutoMap 93.0	299
AutoMap 94.0	299
AutoMap 95.0	299
AutoMap 96.0	299
AutoMap 97.0	299
AutoMap 98.0	299
AutoMap 99.0	299
AutoMap 100.0	299

**800-228-7449** EXT. VOICE:508-443-6125  
326 FAX:508-443-5645  
**31 Union Ave., Sudbury, MA 01776**

日本の皆様よりのオーダー大歓迎！日本語で FAX:0011-508-443-5645、  
又は、CompuServe[D:70007,1534で見積りをお問い合わせ下さい。  
迅速に、如何なる問題点にも服従をもってお応え致します。

**FREE UPS GROUND SHIPPING**  
10,000 IN STOCK ITEMS

800-228-7449. **Orders only:** 508-443-5125. **in MA and all other business:** Sales Dept. Hours Monday - Friday 9AM till 5PM. Saturday 9AM till 5PM. All other business - Monday - Friday - 9AM till 5PM. Most order ship within 24 hours. Temporary shortages are normally filled within 10 days. Books, Memory chips and some electronic components are not returnable. We ship only to verified billing addresses. International orders welcome. Airborne Express Shipping charges \$7 per order to \$15 per order. For Airway \$100. JP's Ground \$3 per order. Overnight charges \$10 per order. Cash, hard disk, Barcode, and other items are not returnable. We ship to all Alaska, Hawaii, outside continental U.S., APO/FPO for information. Prices subject to change without notice. Some products not available outside the U.S. Please call for more information.





# Bumper Crop



## A Rich Harvest of Pinball Games Will Feed Flipper Fingers All Winter Long

By Chris Lombardi

**C**RACK!!!! Ahhh, yes. That satisfying knock on wood that signals "Free Game." That, or you've won the Pinball Lotto and made a Match. Either way you know that Man has bested the Machine and there will be no "Insert Coin" this time around.

Pinball and such feelings of pinball have been around for as long as most people alive today. Since their invention in the early 20s, they've endured a long, roller-coaster history. Reaching an apex of popularity in the 50s and 60s, they were immortalized in song by The Who's "rock opera" *Tommy* during the 70s, only to find themselves relegated to a lonely corner when usurped by *Asteroids* and friends in the early 80s. But video games never quite killed off the pinball machine, and over the last few years they've enjoyed a small resurgence in popularity. Alongside the *Street Fighters* of today's arcade, one can find, or rather, can't miss, the ostentatious new generation of machines that blare sound effects and flash lights, boast multiple tiered levels, bizarre contrivances, and a spaghetti-configuration of ramps and rails second in design perversity only to an L.A. interchange. This overstated appearance has apparently met the market demand, as these games can once again draw a small crowd of Pinball Wizards, eager to pump their warm, sweaty quarters into welcoming maws.

Pinball is making a comeback in the computer gaming realm as well. With game companies on the hunt for light and addictive games to reach the computer-using mass market and their mass dollars, a flurry of pinball game releases is not wholly unexpected. And a flurry is what we have this Winter '93 with four recent pinball releases and a few more on the horizon.

### Player #1 — Eight Ball Deluxe

*Eight Ball Deluxe* comes to us from Amtek, a company that does pinball and nothing but pinball. Their first release, *Tristan*, was an excellent simulation with a very realistic feel, earning it several awards from the press. *Eight Ball Deluxe* is their second release and is a licensed re-creation of Bally's arcade machine of the same name.

Upon opening the *Eight Ball Deluxe* package, one gets the sense that the Amtek people truly love their



work. The game comes with a real flipper and ball, and an excellent manual that covers general pinball technique, the specific features of the machine, and notes from a pinball Pro.

The main interface screen is a digitized image of "Pinball Cafe," inhabited by the *Eight Ball* machine and a cowgirl with snug Levi's and digitally enhanced lipstick. Selecting the chalkboard, one can see the top 10 scores of all time, and a click on the "backglass" of the machine enables one to customize the playfield slant and bumper voltage. Sadly, the cowgirl is not interactive.

The machine itself is a sight to behold. The original coin-op machine beautifully depicted a dim cowboy bar scene, with surly Marlboro men and nymph-like cowgirls. Amtek's digitized version accurately recreates the art, sounds and digitized speech of the original. "Quit talking and start chalking!" demands the

cowboy/pool shark, and the game is underway....

Amtek's *Tristan* was a full-screen machine, meaning the entire playfield was in view at all times. Amtek elected to use a partial, scrolling view for *Eight Ball Deluxe*, and I was initially disappointed with the choice. With a partial view, the player cannot see the targets at the top of the machine and has to guess at his shots. I learned to live with it and eventually came to like it. After investing several hours, one gets a feel for the shots and can get very accurate in their placement. Now that I'm accustomed to the magnified partial view and the silky-smooth screen scrolling, the static full-screen of *Tristan* feels like a step back.

As far as the design of *Eight Ball Deluxe* playfield goes, it is a fairly standard, meat n' potatoes set up: three flippers, three bumpers, a

### Eight Ball Deluxe

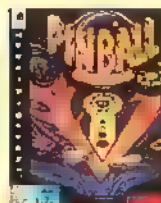


TITLE:  
PRICE:  
SYSTEMS:  
REQUIREMENTS:

Eight Ball Deluxe  
\$39.95  
IBM, Macintosh  
IBM: 386SX or better, 2MB RAM for sound  
VGA graphics, 4MB hard drive space  
Sound Blaster sound card supported.  
Mac: Mac II/C/Quadra/SE  
30/Powerbook/Duo/Center, 4MB RAM,  
12" screen, System 6.0.7 or higher  
1-4  
Serial Number look up on installation  
Amtek Software  
Broderbund  
Novato, CA  
(800) 221-6263

# OF PLAYERS:  
PROTECTION:  
DEVELOPER:  
DISTRIBUTOR:

### Take A Break Pinball For Windows



TITLE:  
PRICE:  
SYSTEM:  
REQUIREMENTS:

Take A Break Pinball For Windows  
\$49.95  
IBM with Windows 3.1  
386SX or better, 2MB RAM, VGA  
graphics, 6MB hard drive space,  
Windows 3.1  
1-4  
None  
Scott Wallin  
Sierra/Dynasty  
Carpenteria, CA  
(800) 126-6654

# OF PLAYERS:  
PROTECTION:  
DESIGNER:  
PUBLISHER:

1993  
WINNER  
ON-LINE GAME  
OF THE YEAR.  
**COMPUTER**  
GAMING WORLD  
The #1 Computer Game Magazine

IN CYBERSTRIKE,  
ALL BEGINNERS WILL BE  
TREATED FAIRLY.

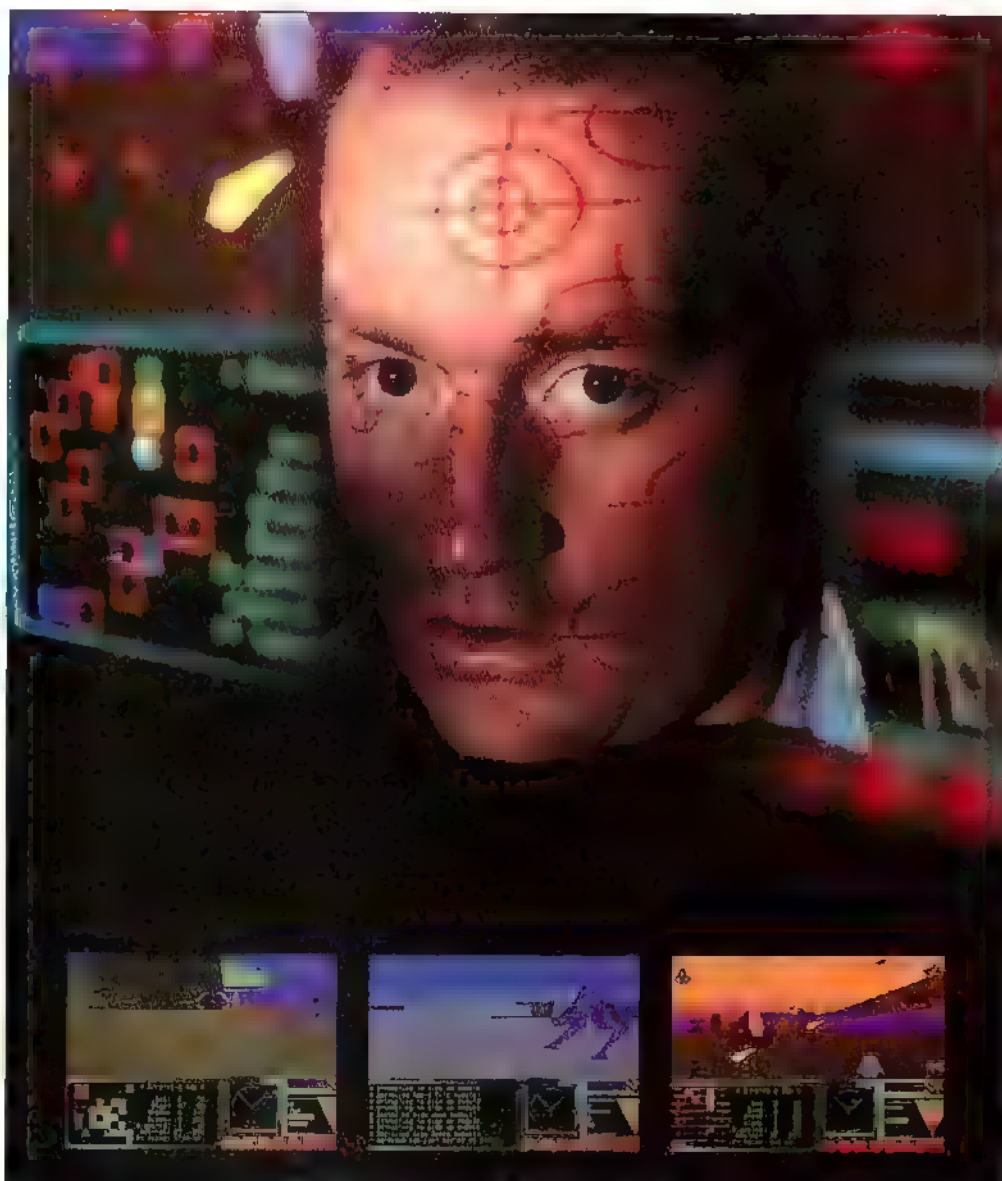
AND THEN DESTROYED.

Beaten all the boxed games? Done the arcades to death? Try CyberStrike™, the wild new multi-player game on GEnie where you hop into a two-legged CyberPod and battle it out against other real live humans for control of a virtual reality city. The action's fast and furious. But even if you're new in town, you won't get blown to Kingdom Come. Well, not right away at least. In fact, CyberStrike is so easy to learn, you might actually live long enough to waste someone else first. And best of all, it only costs three bucks an hour.\* So strap yourself inside a Pod and come out shooting. You've got nothing to lose. Except your life.

## GEnie®

multi-player games  
100% ORGANIC OPPONENTS

**SIGN UP NOW:** 1. Set your modem for half duplex (local echo) at 300, 1200 or 2400 baud. 2. Dial toll free 1-800-638-8369. Upon connection, enter HHH 3. At the U # = prompt, enter XKY95114, BLAST then press RETURN 4. Have a major credit card or your checking account number ready. For more information in the U.S. or Canada, call 1-800-638-9636.



\*Here's the fine print. GEnie multi-player games and support services are \$3.00 an hour in non-prime time: 6 p.m. to 8 a.m. local time Mon.-Fri., all day Sat. and Sun. and selected holidays. There's also an \$8.95 monthly subscription fee. Each month, you'll get credit for up to four hours of non-prime time usage. Any surcharges incurred apply to all hourly usage, including your first four hours.

**SIMUTRONICS**



## Silverball



**TITLE:** Silverball  
**PRICE:** \$49.95  
**SYSTEM:** IBM  
**REQUIREMENTS:** 386SX or better, VGA graphics, 2MB hard drive space; Sound Blaster (Pro) and Gravis Ultra Sound sound cards supported  
**# OF PLAYERS:** 1-4  
**PROTECTION:** None  
**DESIGNER:** Epic MegaGames  
**PUBLISHER:** Microleague Interactive Software, Newark, DE (800) 334-6572

bunch of drop targets, and a drop hole. It's fun, but tough. The skill-shots are skill-shots, and the ball has a great affinity for the side alleys. To score well, one must use the "nudge" features often. Like *Tristan*, *Eight Ball* allows the player to simulate "body english" or the pelvic bumps and side-to-side jiggling that goes on with real machines. *Tristan* had one nudge option—one that simulated a simple, straight-on pelvic thrust with a jerk of the screen. *Eight Ball* adds two others, a 45-degree right and left nudge. These can be used quite liberally, as the Tilt mechanism is laughably forgiving.

*Eight Ball Deluxe* is a gorgeous, playable and realistic program. Of all the programs considered here, it is the connoisseur's choice. It's only weakness, when compared to the other packages surveyed, is that it offers only one machine. You're dropping six rolls of quarters for one game, while every other package in this survey contains four or more, and for a roll less. If you're the type who would rather enjoy one very fine bottle of wine over four or more bottles of medium quality, *Eight Ball Deluxe* is your fine vintage.

### Player #2 — Take A Break Pinball

Microsoft said "it couldn't be done" when Dynamix approached the programmers of Windows about a pinball game for that operating system. Microsoft said that a pinball game would ask more of Windows than it could deliver. It took several years of hard work (a lot longer than they had expected), but Dynamix proved them wrong with *Take A Break Pinball*. *Take A Break* is a collection of eight, full-screen pinball machines that draw upon the works of Sierra/Dynamix for their themes. Leisure Suit Larry, Willy Beamish, Roger Wilco, King Graham, Draxon of Nova 9—the Sierra/Dynamix Who's Who—are all subjects of one or more of these games.

The machines are all colorful and occasionally original in their designs, and are dressed in a panoply of animations, sounds and extra graphic pizzazz. Each machine spans the length of the screen and has a quarter-screen window that displays graphics corresponding to the happenings on the playfield. There is also a "Silent Radio" box where text scrolls by during play.

The machines' "scoring opportunities" are structured after the adventures upon which they are based. "Planet Pinball: Level Two," for example, follows the deeds of Roger Wilco in *Space Quest IV*. If a ball is sunk in the Buttes of Estros trap hole, a Pterodactyl will swoop

## Pinball Dreams



**TITLE:** Pinball Dreams  
**PRICE:** \$49.95  
**SYSTEM:** Amiga, IBM  
**REQUIREMENTS:** IBM: 386-20MHz or better, VGA graphics, 1MB hard drive space; AdLib, Gravis UltraSound, Sound Blaster and Roland sound cards supported  
**# OF PLAYERS:** 1-8  
**PROTECTION:** Serial number lock up on installation, limit of 3 installations before disks are unusable  
**DEVELOPER:** Spidersoft Limited  
**PUBLISHER:** 21st Century Entertainment, P.O. Box 415, Weoster, NY 14580 (716) 872-1200

down and ferret-away the ball in its nest. Sink another ball in the Buttes and the Sequel Police arrive, but the pterodactyl will swoop down again and throw the cops off of the board. This earns a million points and releases the other ball for Multiball play. The machine has three other "objectives" like this that generate their own graphic rewards.

"Quest For Davenport," is based upon the best-selling *King's Quest V*. Though it too has its graphic cuteness—an animated yeti will pick up the ball and drop it into the sea, and a secret island will rise up out of the water to expose a special target—the machine is actually a bit drab. The targets are unimaginatively placed along the sides of a wide-open and empty center field.

"Larry's Big Score" is based upon the exploits of Leisure Suit Larry and contains the sophomoric sexual humor we've come to expect from him. In case the player has missed them, the Silent Radio message insist that one "check out [Passionate] Patti's bumpers." Patti's bumpers are exactly where one might expect them—though perhaps just off-center enough to mollify a Sierra exec. Taking the humor to yet a lower level, the large Megatron-Million light is close enough to Patti's "groin" to communicate the intent. But the machine holds other interest beyond the prurient kind. With its looping "Amass Class" ramp, several bumpers, and third flipper at the top, it is a fun machine to play, even though the play is a bit "unbalanced." This imbalance is a result of the designers' humor getting away from them. While one has to hit the three L-U-V and Sax, Spies and Videotape Targets, and then hit Patti's bumpers 10 times to score a million points, one can get the same million points each time one hits Patti's "G-Target"—a not-so-subtly named spot that is (contrary to popular belief) quite easy to hit.

"Flipped Out Willy" has the manic coloring scheme and general feel of an amusement park. A wheel lies in the dead-center of the machine that, when spinning, can throw a ball in unpredictable directions. The high scoring opportunities follow the plot of the Dynamix adventure game, from the Escape From School under the wheezing nose

of a sleeping teacher, to Giving Leona a Swirlie, exposing her evil waste disposal plans.

The other machines, "Draxon: Levels One and Two," and "Planet Pinball: Levels One, Two and Three" can't be described in detail here, but suffice to say that they range in interest and each have special features, the most notable of which is in "Draxon Two," where the player can load a ball into a gun and fire the ball into the nostrils of the Bad Guy, Gir Draxon. Two nostril shots and Draxon breathes no more, and the game is "beaten."



Eight Ball Deluxe



Take A Break Pinball

INTERACTIVE HORROR MOVIE

# HERE NO ONE RESTS IN PEACE.

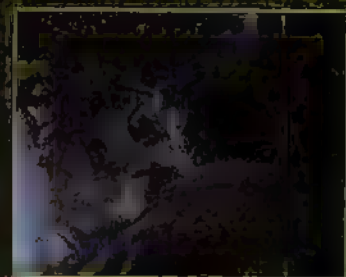
Dracula is back, driven by revenge and a hunger for human blood. Follow a trail of vampire brides, corpses, and wolf tracks through the streets of London. You direct the drama, suspense, and passion as you are drawn into a world of evil where every decision and action you make is inextricably tied to the fates of those you love.

From the creators of  
Sherlock Holmes Consulting Detective™

# Dracula

UNLEASHED™

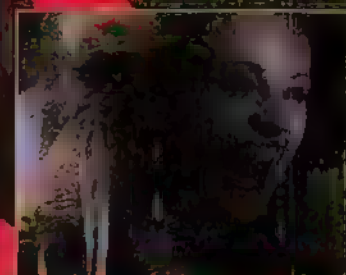
Contact your local retailer or call 1-800-877-4266.



Over 90 minutes of captivating video and an original gothic soundtrack draws you into the center of the action.



Over 150 riveting scenes propel you down multiple pathways toward the final confrontation.



Unique interactive experience that you've never encountered before.

**VIACOM**  
NEW MEDIA

AVAILABLE ON CD-ROM FOR PC AND MAC



Structuring the machines like adventure games lends them charm, especially for those who've played the adventures. But, unfortunately, all of these graphic and sound extras carry a huge CPU overhead. On even the fastest of computers, the action bogs down to the point of frustration. It can be so bad as to be unplayable on a 386, and irritating on a 486.

Beyond this speed problem, the general feel of the pinball mechanics is realistic for the most part. Dynamix does cheat a bit with some of the special machine effects. If a ball begins up a ramp, it's going to continue up the ramp, even though one's innate physics sense says that the ball doesn't have enough momentum to make it. Like many of these pinball packages, the game offers a "nudging" feature, although Dynamix calls it "grunching." You can grunch by pressing <Ctrl> and <Shift> at same time. Rather than jostling the screen to simulate body english, grunching simply pulls the ball in the desired direction. It doesn't really give the feel of a bump, but rather feels as if one were briefly using a strong magnet on the ball. Of course, too much grunching and it's Tilt Time. *Take A Break* seems to have the most sensitive Tilt mechanism of the bunch.

The final score shows Dynamix entering its three-letters on the Top Ten list, but only for those players with a high-end, Windows-accelerated machine. While Dynamix has proven Microsoft wrong by creating realistic pinball action in Windows, they have, in a fit of over-enthusiasm, overloaded Windows' capabilities with all of the graphics and animation. Those with super-machines will appreciate the abundance, but those who still compute in the 386 realm must seek out a DOS-based game.

### Player #3 — Silverball

MicroLeague's brand of pinball is not necessarily realistic, but it is fast, colorful and high-scoring. Its four machines vary widely in style and mechanics. The machines are squat—at about a 1:1.5 length/height ratio—and the player sees about half of the machine at a time, with the screen scrolling very smoothly with the ball. The ball's action is a bit stranger: it behaves more like it was made of dense rubber than steel, and is small compared to the rest.

The best machine of the bunch is "Fantasy." Set in the realm of role-playing, the ultimate object is to wake the dragon that lies in the center of the playfield. If the game is styled after a role-playing game, then it is a "money haul" role-playing game, where the players earn ridiculous amounts of gold and experience for everything they do. In "Fantasy" one can earn a million points without trying, and it's not rare for a good player to earn scores in the hundreds of millions.

On the other end of the scoring spectrum is "Snooker Champ." This is a low scoring game set within the realm of English billiards. Even with the hyper-active ball, this game plays at a casual pace and can be a tad boring. But perhaps its subtlety is lost on a Yank unfamiliar with the English (per)version of Pool.

"Blood" and "Odyssey" both contain looping ramps and rails.



Silverball

"Odyssey" is based in the ancient Grecian myths and has a few unique features, including a miniature third flipper used to shoot the ball up a ramp, and dangerous flipper ramps that make "cradling" the ball a touchy affair. Repeated trips through the looping ramps will build and launch the hero's sky ship and eventually lead to the destruction of the Minotaur. "Blood" carries a cyber-horror theme and has a network of three "overhead" rails.

Like *Eight Ball Deluxe*, the machines in *Silverball* can be tweaked. One can both modify the playfield slant and choose between three and five ball games.

In the final tally, *Silverball* ranks high for those who don't mind the unrealistic ball action. At least two of the four designs should appeal to everyone, and the graphic effects are top notch. I did have trouble getting the program to recognize my Sound Blaster Pro, though Scorpio (our adventure games editor who is a closet Pinball Wizard) was able to get sounds from her Gravis Ultrasound card, and she speaks quite highly of the music.

### Player #4 — Pinball Dreams

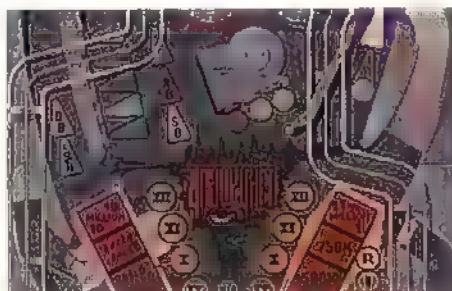
*Pinball Dreams* was originally released last year for the Amiga, and it has the quality graphics and stunning sound that is standard with most Amiga games. Its four machines are all of the scrolling kind, with only one-third of the machine visible at one time. Whereas *Silverball*'s machines were squatty, those of *Pinball Dreams* are very long—over three full screens long. While this gives the designers more room in which to be creative, it also exacerbates the difficulty with making long-distance shots.

"Ignition" feels like a machine from the late 70s, with its goofy "futuristic" font, standard star-burst bumpers and abundance of lighted targets. "Beat Box," a machine with a music industry theme and cool techno-pop music, is a lesson in design overkill—so much playfield real estate was used to create its three large ramps that there was room for little else. "Steel Wheel," with its early railroad theme, is my personal favorite. It strikes the right balance of elements—a tight bumper area, eight drop targets, two special sink-holes, and two ramps, one of which goes "around the world." The object is to build up a string of cars while earning "mileage" on the ramps and rails. "Nightmare," with a creepy graveyard theme, mixes the elements nicely as well.

*Pinball Dreams* presents the worst physical model of the lot. The ball behaves like a Ping-Pong ball more than anything, and rips around the screen gaining momentum in impossible ways. This would be bearable if it weren't combined with the screen scrolling and the machines' extra length. A quick shot fired from the bottom of the machine to the top can leave one's head spinning. Worse, the screen scrolling is very closely tied to the ball action, so that if a ball gets caught between two bumpers and is fired up and down, the screen will jerk back and forth with it. After my sessions with this game I was reaching for the aspirin. Too bad, because I really liked two of the machines.

And that's the current crop of pinball madness for this Winter season. Each of these games offers a little something different, and there's sure to be some-

thing for every type of gamer. So if you find that the mind is demanding a break, and the fingers itch for fast-rwirl release, drop into a local PINBALL directory of choice and belly up to a keyboard. There's never a line, and you can save the quarters for laundry. **CGW**



Pinball Dreams



# WALLS OF ROME

WAREFARE IN CLASSICAL TIMES

Buy  
Walls of Rome,  
Strike Squad or  
Bloodstone  
and get a Mindcraft  
game of your choice  
FREE!  
Call for details.

The grandeur that was Rome is yours to defend or conquer in Mindcraft's *Walls of Rome*. All the siege techniques of classical antiquity are in your hands. Scale the walls with ladders, bombard them with boulders or flaming pitch, or undermine them and watch them collapse.

Armies from a multitude of times and places are under your command; fortifications of many types in many settings are yours to besiege or defend. Play the ready scenarios, separately or in extended campaigns of conquest and defense, or use the editor to combine

and modify the troops and maps in myriads of ways.

- ❑ Unpredictable computer strategies make each battle a new challenge.
- ❑ Built-in editor lets you create your own armies, battles and maps.

- ❑ Stunning graphics, stirring music, and lifelike digitized sounds.

**MINDCRAFT**

2291 205th Street, Suite 201, Torrance, CA 90501

Send IBM VGA screen photos

Call To Order 1-800-525-4933

Circle Reader Service #167





## MicroProse and Dynamix Go One On One

by Wallace Poulter

In computer gaming, sports simulations tend to run in cycles. Last year's topics of choice were motor racing (*World Circuit* and *Road & Track*) and baseball (*Hardball III*, *Tony LaRussa 2*, *Microsports Pro League Baseball*). This year it seems to be hockey (*NHL Hockey*, *Brett Hull Hockey*, *Hockey League Simulator II*) and Football (*Front Page Sports Pro*, *NFL Coaches Club Football*, *Tom Landry Deluxe*). While *Landry* emphasizes strategic instruction over detailed graphics, *Front Page* and *Coaches Club* are pegged squarely at the high performance, simulation oriented football fan.

### The Kickoff

Actually, the manuals for these products are such non-events that they seem more like the symbolic coin toss that opens a game than the kickoff which initiates the action. The *Coaches Club* manual is a particularly poor representative of its species. A limited 48-

page manual done in a grungy brown tone, this is a new low for MicroProse manuals. The screen shots, also in the grungy brown, are hard to read and average less than one every two pages. At one point is time, MicroProse put out the best manuals in the business, bar none. Times have a'changed.

The best manual I have seen in recent years is that of *Red Baron* from Dynamix, so it is a surprise to see that the *FPSP* manual is so mediocre. The 104-page manual gives the impression that a 204 page manual was compressed into the space. It sports page after page of never-ending text with the occasional, minute screen shot that is usually too dark and very hard to read. What happened to the original *FPSP* manual that was far superior? The saving grace is a very complete index, which makes it bearable. I don't believe I'm being too harsh here. Here are two of the best companies in this industry, with titles like *World Circuit*, *Civilization*, *Railroad Tycoon*,

*Master of Orion*, *Betrayal at Krondor*, *Red Baron*, and *Aces of the Pacific* to their credit, and yet they have both produced sub-standard manuals and packaging. Fifteen yard penalty and loss of down for both teams.

### First Quarter

Many of the features in *FPSP* are the same, or very similar, to *FPSE*. The interface retains its familiar four plays across the screen display, although the total number of potential plays has been increased from 32 to 64. Depending on the play option, the play may or may not be diagrammed. This is one of the primary reasons why I preferred the Standard mode in *FPSE*. Standard mode shows the play graphically, allowing quick decisions on screen.

On the other side of the ball, the MicroProse designers have outdone themselves in providing an unhelpful interface. If you want to see how to design the perfect football play

### Front Page Sports Pro



TITLE:  
PRICE:  
SYSTEM:  
REQUIREMENTS:

Front Page Sports Pro  
\$79.95  
IBM  
386-25MHz or better, 2MB of RAM (EMS),  
VGA graphics, 9MB hard drive space,  
AdLib, PAS Plus/16, Roland LAPC-1/MT-12  
SoundBlaster Pro, Thunderboard sound  
cards supported  
Documentation look up  
Patrick Cook  
Sierra/Dynamix  
Coastegold, CA  
(209) 683-4168

PROTECTION:  
DESIGNER:  
PUBLISHER:

### NFL Coaches Club Football



TITLE:  
PRICE:  
SYSTEM:  
REQUIREMENTS:

NFL Coaches Club Football  
\$59.95  
IBM  
486 or better, 2MB RAM, VGA graphics, 7MB  
hard drive space, joystick, mouse, AdLib  
Generr, Multi, PAS, Roland Sound Blaster  
sound cards supported  
None  
Ed Heitner, Doug Whatley  
MicroProse  
Hunt Valley, MD  
(410) 771-1151

PROTECTION:  
DESIGNER:  
PUBLISHER:

IMAGINE A GAMING DEVICE  
SO INTUITIVE IT'S LIKE  
NOT HAVING ONE  
AT ALL.

**CYBERMAN**

THE MOST ADVANCED  
WAY TO MASTER  
3-D GAMES.



Now moving in a game is as easy as thinking about it. Only CyberMan moves in three directions (x, y, and z) and three rotations (pitch, yaw, and roll), which correlate directly to your moves inside a 3-D game; your intuitive movements translate literally to the screen.

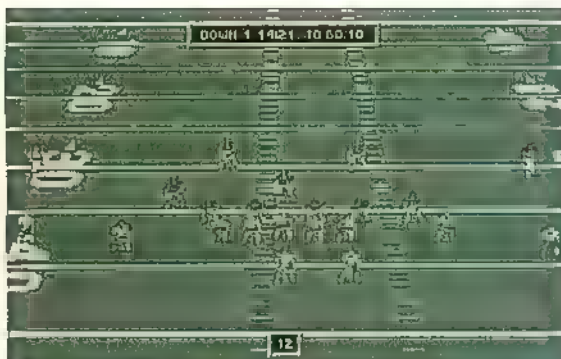
It's also the only controller with tactile feedback that makes you a physical part of the game. CyberMan is available now at your local dealer, or call **1-800-732-2928**



The Senseware<sup>™</sup> Company

©1995 Logitech, Inc. All rights reserved.





Coaches Club allows the player to call audibles before the snap.

calling interface, pick up a copy of *Tom Landry*. Simple, smooth, obvious and so superior to anything else on the market. In its place, *Coaches Club* provides a screen with one play at a time. This is tedious to use and very user unfriendly, although the ability to call audibles is a plus. Imitation is the sincerest form of flattery, the old saying goes. Companies seem to make a habit of doing something different just for the sake of providing their own look. In this case, new is definitely not better.

Graphically, *FPSP* has added little beyond some additional animations such as players flipping over when tackled appropriately. The overall graphic package remains the best in the business, the 3D animations flowing smoothly, especially in the tackles. Similarly, *Coaches Club* offers quality graphics although not on the level of *FPSP*. The graphics are crisp and functional and superior to *Landry* or *Microsports*. Multiple detail settings allow the user to set the graphics level based on their machine's capability. In addition both games have a VCR option. *Coaches Club* has a more user-friendly instant replay here, and the multiple view settings in normal mode also are a cut above *FPSP*.

Packaging, manual, interface, graphics. All important for sure, but the play's the thing.

## Going Deep

The original *Front Page Sports Football* was a wonderful package as a whole. As my review of the time noted, I loved the play editor, the graphics were light years ahead of anyone else, and I considered *FPSP* on par with *World Circuit* as a sports game. The unfortunate fact was, the more I played the game after the review, the easier *FPSP* became. Scores of 70+ were not uncommon, and it became obvious that Dynamix would need to address the game play in the next version. This they have done although not to the extent I would have hoped.

My first game out, Chicago trounced

New York 28-23 (trust me it wasn't that close) as Neal Anderson piled up 275 yards on 35 carries for my victorious Bears. The same Basic (play calling only), Standard (play calling and control if one wishes) and Advanced (complete control) options from *FPSP* have carried over and, as then, I still prefer Standard. Half a dozen plays on each side of the ball are all that is needed for victory. As with real football, tendencies and the strengths and weaknesses of your team will decide your play calling. Chicago, for example,

should run two thirds of the time and only use Harbaugh to throw in surprise situations. One should never have Harbaugh put it up in a situation of 3rd and over 5, as he is an interception waiting to happen. In my case, five games into a recent league, Harbaugh has yet to throw an interception, specifically because I will not throw in such a situation. Moreover one shouldn't have one formation for passing and one for throwing. If all one does is run out of the 'I' formation and throw out of the Pro set, it isn't that hard to figure out. This happens in real life. Stanford's Blockbuster Bowl defeat of Penn State was predicted because Penn State used a different TE for a pass play than for a running play. All Stanford had to do was look at the TE to see what type of play would be called. In *FPSP*, one can move through their play book and pick passing plays that come out of the same formation as the running plays. Chicago, for example, has a nifty TE pattern down the left sideline that usually has the TE completely uncovered, when the Linebacker bites on the expected running play.

## Fumble

MicroProse has made a big deal out of the fact that the AI in *Coaches Club* will learn your



Custom play design in Coaches Club is fast and easy

tendencies and therefore become an improved opponent. In reality, the AI cheats by creating false situations. This became painfully obvious in a game where New England faced Buffalo. To test the AI's learning capabilities, I devised a strategy to confuse the defense. Playing the game in coach mode rather than arcade style, I spent the entire first half only calling running plays and held Buffalo to a 6-3 half time lead. Starting the second half, I again ran the first series on three consecutive plays and gained a first down. On the subsequent first and 10, I threw a strike to the TE for 41 yards. Then reverting to form, I ran off the right side for another 33 yards. At this point the AI started cheating. Running the same sweep around the right, this time the running back ran into his own Quarterback and then ran backwards for a 7 yard loss. Calling the same play again created the same result, the 7 yard loss. Now I can take an AI "learning" my favorite play and



The graphics in Coaches Club are excellent, but second to Front Page Football.

calling the correct defense, but this isn't a blitz coming through the line to stuff the runner. This is the program creating a negative situation (which it repeated in subsequent drives). This is complete and utter rubbish and extremely disappointing coming from MicroProse where I would expect better. Now if you have been counting along at home you will have added 1st and 10 plus two 7 yard losses for a third and 24. Drew Bledsoe took off on a 25 yard scramble, (and I confirmed his one carry as a 25-yard gain in the game ending stats) to set up a 4th and 1! Last time I read the rules, gaining one more yard than one needs for a first down will usually earn a first down.

## Audible

Modem play, once promised in both games, has not materialized. This still leaves *Microsports Football* and *Tom Landry* as the premier football games for modem use. However *FPSP* has gone part of the way there. The biggest addition to *FPSP* is the customized coaching profile.

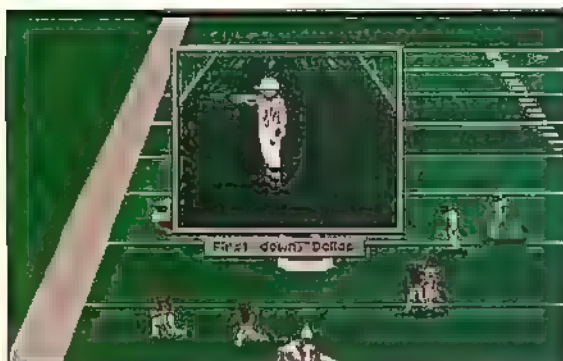


**EVEN THE BEST EQUIPMENT NEEDS SOLID SUPPORT.**



Circle Reader Service #91





A new NFLPA license earns Front Page Football an important first down.

The profile allows the user to specify play calling in different game situations. Astoundingly there are over 2500 game situations per half. This feature allows game plans to be uploaded either directly or via on-line services for use in leagues or just as an individual challenge. Want to play The Wolf's Chicago Bears? Maybe I'll upload a game plan to CompuServe. Nor is the game plan predictable because three different plays are assigned to each situation with percentage values designated by the user. Therefore if an exact situation repeats (which is unlikely), there is no guarantee that the same play will be called.

League play is a strength of both products.



Play creation in Front Page Football is rich, but trails CC Football in ease of use.

Although *FPSP* is the winner, this time it is not so clear-cut. While *FPSP* has the college draft, trades, injuries and more that *Coaches*

*Club* does not offer, *FPSP* continues to be incredibly slow in simulating league games. Dave Holt and Microsports have had this right for a long time with their very quick simulation that gives full stats. Why no one else can do this is beyond me, but *Coaches Club* has it down to manageable proportions. Both games had eyebrow raising results in league simulation, but then a football game can turn on just a couple of plays and players, such as the situation with Emmitt Smith. He is present in both games, and the first

week of the season, Dallas was victorious by large margins against Washington. In the real NFL, of course, the lack of Emmitt Smith cost Dallas the game. More significantly, both games had reasonable stats for both offensive and defensive players that I feel is important to the credibility of the game results generated.

### Sending in the Signals

The one area in which *Coaches Club* bears *FPSP* is, ironically, the area in which *FPSP* illustrates the most strength—the Play Editor. In *Coaches Club* I was able to design plays without having to look at the manual, a situation that did not occur with the original *Front Page Sports Football*. Obviously I know that game enough to not need the manual for *FPSP*, but a first time buyer would still need the tutorial in the Dynamix manual. Why *Coaches Club* could have such a great interface for the Play Editor and such a bad interface for play calling is a mystery to me. In fact it is the strength of the Play Editor that leads me to believe

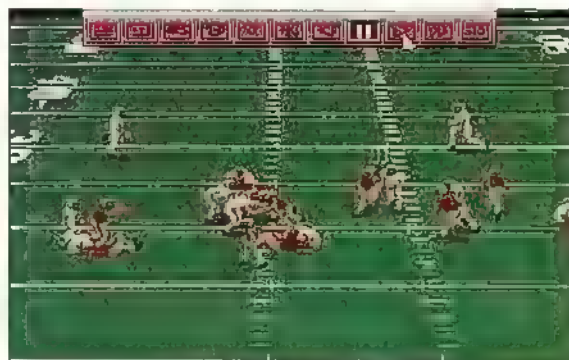
that there is hope for *Coaches Club*. It is strong and well-designed, and boasts a myriad of options. I particularly liked the advice on setting up pass routes. While running a pass pattern, the receiver will attempt to get open, but there is no guarantee that he will go where you want him to. Therefore it is suggested that the player assign a couple of way points (similar to the logic boxes in *FPSP*) for the receiver to run to and then issue the command "pass route" for him to find an open space. This is exactly what receivers do when combating a zone defense.

Which brings us to the National Football League Players Association that granted licenses to both products. Unlike other sports, not all players belong to the NFLPA. Kevin Butler, the Chicago Bears kicker, becomes

Rhett O'Hara in *FPSP*. Cute for sure and after he went 0 for 4 against New York, frankly I did give a damn. However, the unsuspecting gamer is going to believe that the NFLPA represents all players in the league as their name suggests. This is misleading at best. Maybe they should change their name to Some National Football League Players Association.

### Crunch Time

*Front Page Sports Pro* is a nice step forward by Patrick Cook and company. But that is all it is; a step. If NFL player names are your thing, then you can consider *FPSP* a leap rather than a step. However for the legion of



Front Page Football is the crystal-clear victor when it comes to graphics.

*FPSP* fans out there, *Pro* is nothing more than an upgrade to a great product. If you play in leagues via on-line services (which I recommend), then *Pro* is a good value, but as a straight computer opponent it may be worth waiting for the next incarnation.

NFL *Coaches Club* is, alas, a disappointment. The designer, Doug Whatley, is a personal friend (and hopefully still is after this review)! I had hoped for great things from this product. Moreover, on on-line systems such as Prodigy, CompuServe and GENie, many game players whose opinions I usually trust have said great things about the product. I'm afraid I just don't see it. There is a terrific foundation for a superb football product, that much is obvious. The underlying concept of plays decided by the momentum and mass of the players, and their subsequent actions, should be the industry standard. The Play Editor is something I will tinker with long after this review is written. But if a company wants to compete in the sports game arena they need to either provide something that hasn't been done, or do it better than the competition. *World Circuit*, the previous foray into the sports arena by MicroProse accomplished both goals. *Coaches Club* does not. **CSW**

## Games Too Expensive?

### Consider Pre-owned Software

- Save big \$\$\$ over new
- Original disks and manuals
- IBM AMIGA - C64
- Hard-to-find classics plus all the latest releases
- Call or write for free catalog (specify computer)

### Bare Bones Software

940 4th Ave #222 Huntington WV 25701

**1-800-638-1123**

Customer Service: 304-529-0461  
DBS for complete list: 304-529-7050



# CYBER RACE

**CYBERDREAMS™**  
ENTERTAINMENT SOFTWARE

CYBER RACE - A REVOLUTIONARY 3D COMBAT AND RACING SIMULATION DESIGNED BY WORLD FAMOUS FUTURIST SYD MEAD, WHOSE DESIGN CREDITS INCLUDE *BLADE RUNNER*, *TRON*, *2010*, AND *STAR TREK: THE MOTION PICTURE*.

Available for the IBM PC and Compatibles (August 1993), Commodore Amiga (March 1994) and Apple Macintosh (March 1994). For further information please contact: North America (818) 348-3711 • Europe (071) 328-3267 (U.K.)



# HIT the ROAD with SAM & MAX™



AND WIN  
VALUABLE  
PRIZES!

Sleuth the answers to these six questions about Sam and Max's weird road trip and win totally cool prizes!

**5 First Prizes:** Sam & Max framed lithographs signed by creator Steve Purcell.

**20 Second Prizes:** All cotton Sam & Max T-Shirts.

**50 Third Prizes:** Sam & Max floaty pens—the ultimate in kitsch!



Clues to every question are on these two pages. Correct entries will be entered into a drawing to win prizes. Deadline for entry is January 31, 1994. Send your answers to CGW, Sam & Max contest; P.O. Box 730, Yorba Linda, CA 92686. Don't forget to include your name, address and phone number with your entry.



CGW and LucasArts are not responsible for lost or misdirected mail. One entry per person. No purchase necessary to enter. Prizes are not transferable. Illegible or incomplete entries are not eligible. Employees of CGW or LucasArts and their affiliates are ineligible to enter. CGW and LucasArts reserve the right to cancel this promotion at any time with appropriate notice. Winners names and prize information may be used by CGW or LucasArts for any promotional or advertising purposes without further compensation.

Join Freelance Police, Sam (don't call him a cartoon dog) and Max (a hyperkinetic, rabbity thing) as they pursue a runaway carnival Bigfoot across America's quirky underbelly.



1. Sam & Max bungee jump from what famous landmark?  
 a. Grand Canyon  
 b. Mount Rushmore  
 c. Eiffel Tower

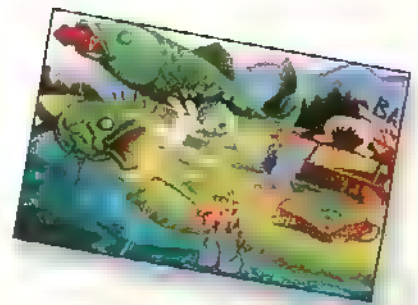


3. Sam & Max cruise the U.S. in what kind of car?  
 a. A DeSoto  
 b. A Beemer  
 c. A Beetle



5. What deadly metallic monster do Sam & Max encounter?  
 a. Frankenstein  
 b. Godzilla  
 c. T-Rex

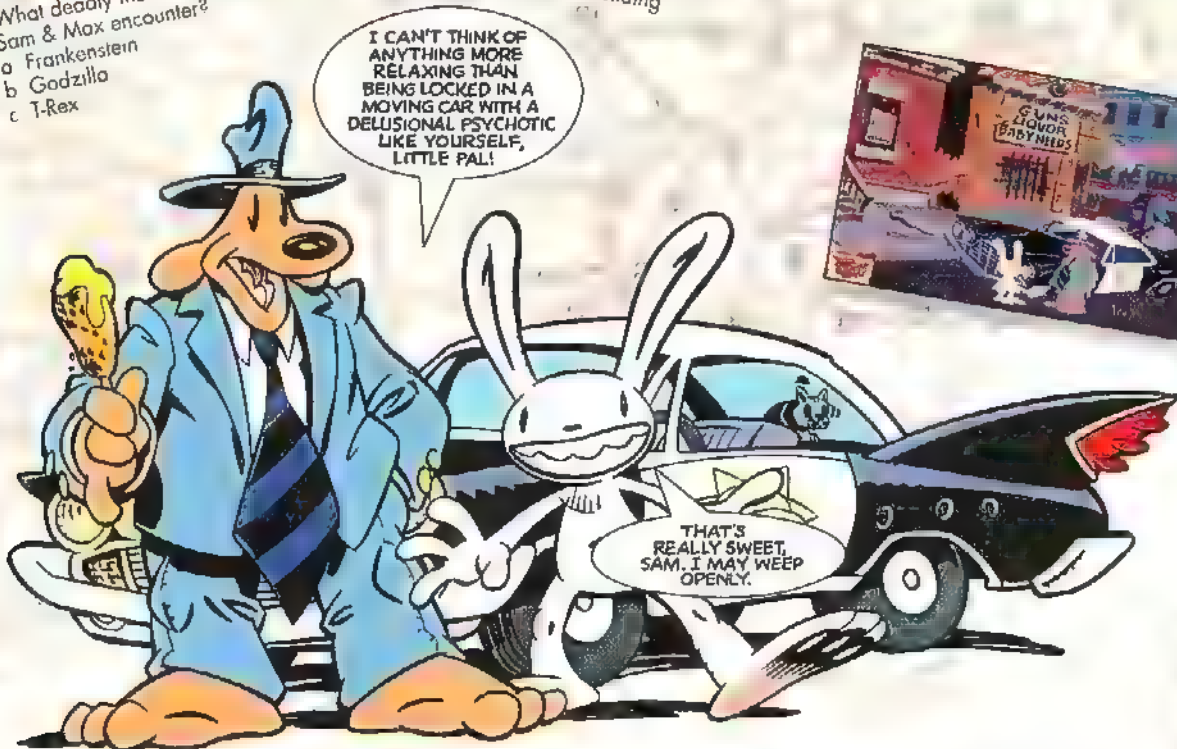
2. What carnival game gives Max a big headache?  
 a. Wak-A-Rat  
 b. Skee-ball  
 c. Bumper Cars



4. Sam & Max meet a famous singer who lives where?  
 a. Graceland  
 b. Bumpusville  
 c. Dollywood



6. From what road side attraction do Sam & Max plummet?  
 a. The World's Largest Ball of Twine  
 b. Seattle's Space Needle  
 c. The Empire State Building



AVAILABLE FOR THE IBM PC. COMING SOON FOR THE IBM CD ROM.







# Good-bye Gold Box!



## Dark Sun Introduces A New Line Of SSI Role-Playing Games

**D**ark Sun is the first in a new series of role-playing games from Strategic Simulations, and it is about as far from their previous series of games (the "gold box" series) as you can get. While there is certainly plenty of combat here, it is not of the incessant, fight-after-fight kind that characterized *Pool of Radiance*, *et al.* In fact, many times unwanted encounters can even be avoided.

I mention this up front as many players familiar with the gold box games may approach *Dark Sun* with deep suspicion, thinking it "more of the same." Happily, this is not the case; SSI is taking their role-playing line in a new direction, which is good to see.

The basic system is a variant of Advanced Dungeons & Dragons 2nd edition rules, and you should expect some big changes here. For one thing, character stats can now go as high as 24. For another, along with the usual elf, half-elf, dwarf, etc., there are some new races available: half-giants, half-dwarfs (called Muls), and, for the first time ever, Thri-Kreen, the mantis warriors.

In another departure from the familiar, there seems to be no difference in stat maximums between male and female characters. For example, a male half-giant can have a strength of 24; so can a female half-giant.

Character classes have changed in some respects, as well. Paladins have been dropped and Gladiators added. Gladiators seem to be slightly better in combat than the standard fighter, and they cannot be multi-classed with another profession. Magic-users are called Preservers here, but aside from the name change and a wider

variety of spells available, they are the same spell-slingers we are familiar with from before.

Psionics have been included for the first time, along with a Psionicist class. Every character comes with a limited psionic ability, chosen from among kinetic, metabolic and telepathic. These powers cannot be added to or enhanced. Only actual Psionicists can learn new powers or increase old ones on level gain, and they can choose from any of the three areas, as they have access to all of them instead of just one.

The most drastic change is with the Clerics. They are no longer "just" clerics; they are now *elemental* clerics, and each must choose a sphere of influence from among earth, air, fire and water. This choice dictates what spells a cleric can use, as there are different ones for each sphere.

Even worse, there is a fifth sphere, called "Cosmos," and clerics have only limited access to it. They receive Cosmos spells only through the third level, and it's Cosmos spells that are the traditional healing ones. The standard cleric, then, will never be able to do better than a Cure Light Wounds.

So how do you get healing? From *Druids*, who can use all the Cosmos spells, including such important ones as Cure Serious, Cure Critical, Neutralize Poison and Raise Dead. About the only thing a cleric can do that a Druid can't is Turn Undead, making Clerics virtually worthless in this system. The traditional party healer is now a liability instead of an asset.

It must be pointed out here that this inanity is not the fault of SSI; they are just following the rules of TSR. Why TSR decided to split the clerics out



TITLE  
PRICE  
SYSTEM  
REQUIREMENTS  
PROTECTION  
PUBLISHER

Dark Sun  
\$79.95  
IBM  
386 or better, 2MB of RAM, VGA only  
Documentation look-up  
Strategic Simulations, Inc.  
Atanor, CA  
(408) 737-6800

this way, which weakens them considerably, and then on top of it, provide few decent spells for them (fire clerics seem to come off best), is a mystery. It certainly doesn't do anything good for the game.

The armor system—another TSR invention—is equally bizarre and incomprehensible. First, armor comes in parts, with separate pieces for the torso, arms and legs. This is not the problem. The problem is in the materials, which can be leather, bone or metal.

You might expect that bone would be better than leather, and metal better than either, but it isn't always so. Most pieces, for whichever area of the body, generally give one point of protection, whatever the material. There is some bone and metal torso armor that gives two points. Aside from a few pieces of magical armor, leg and arm pieces always give one point of protection.

Now, if bone or metal provided some sort of extra protection, say against acid attacks, having these different materials would make sense. Unfortunately, there is no practical difference between wearing bone armor and leather armor (and in some cases, even metal). Perhaps in the *Dark Sun* paper and pencil rules there are advantages to certain armor, but they aren't evident here.

Druids and Thri-kreen come off worst in the armor department. Druids cannot wear any armor, and they can't even equip a shield. It is best to multi-class a Druid with Fighter so the character doesn't have to run around naked for most of the game. For the Thri-Kreen, there just isn't any armor, as it's all designed for humanoid figures. They can carry shields, but this reduces their fighting effectiveness. (See the following *Dark Sun* tips article for more on this.)

So the character side of the game has its weak points. Most of these can be overcome by careful party selection and maximization of stats, but it's very annoying to have to put up with this at all.

Moving to the new engine and graphics—what might be called the SSI side of the game—there are some very nice features. The visual presentation is in the *Ultima* style, with an overhead view and one-size world, but without the slanting, or three-quarter, perspective. However, it is not a scrolling, one-piece world. The areas are in sections, with a new one loaded as the party moves from place to place.

What is unique here is that you can scroll the cursor over the entire section to see what's around before you do any moving. In addition, there is an auto-map that shows an outline of the area, and any creatures in this area will show up as slow-blinking red dots. Put the cursor on them and click the mouse—the map goes away and you're seeing the actual world again, including whatever is in that spot.

The party can also be moved in this fashion. Position the cursor anywhere on the screen and click. If there are no obstacles (and nothing to fight along the path), the party will move to it automatically. This makes movement very quick and also allows you to give a wide berth (most of the time) to things you prefer to avoid at that moment.

Speaking of movement, most of the time the party is represented on screen by only the icon of the party leader. This is much better

than in *Ultima*, where a parade was always following you around, walking blithely into traps and other hazards. Here, you have only one character to maneuver and life is easier. You can split the group out if you want, but it serves no real purpose, as the party will split automatically when combat starts.

This also allows you to "sneak up" on things sometimes. You can move the party close, but not so close to be noticed, and get off a spell before the bad guys even realize there's a threat. On some occasions, this tactic can be a life-saver.

Spellcasting for mages has been improved. They no longer have to memorize spells, which is a terrific feature. When a Preserver casts a

spell, all of the spells he or she knows for a particular level are available. Of course, there is still a limit to the number of spells a character can cast per experience level, but not having to memorize them beforehand makes them much more useful.

This is particularly advantageous because combat is much more tactical now. With a one-size world, there is no zooming in to a confined battle site. Fighting can occur over a wide area, where fireballs might not be as useful as, say, Hold Monster or Solid Fog. Given the wide variety of both terrain and spells for mages, it only makes sense to allow access to all spells known.

On the other hand, this also presents some difficulties when a mage goes up a level and has to choose a spell to learn. There are many of them, and they all look good. Compounding this problem is the fact that there are a number of magic scrolls from which mages can learn spells. Of course, since you don't know which scrolls they are in advance, your mage could end up learning a spell obtainable from a scroll later, thereby "wasting" a

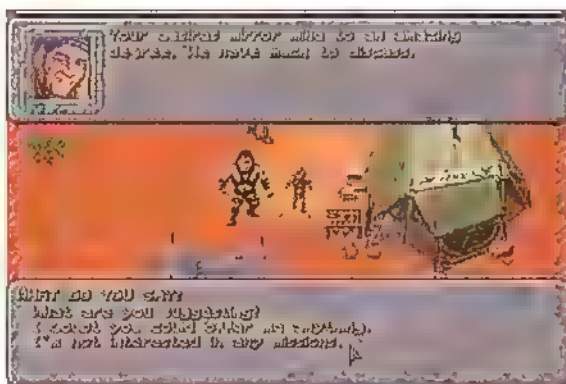
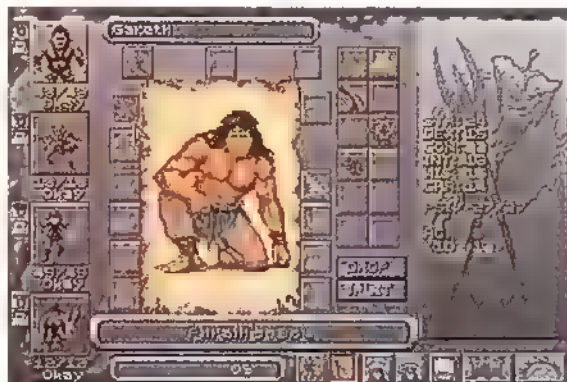
spell slot. Still, this problem is better than trying to decide which spells to memorize.

One especially good change to the combat system now allows your characters to move away from combat without taking a hit in the back. You can retreat a severely injured character from melee, or maneuver a character around enemies, without having to worry about them taking extra damage. Naturally, the same holds true for the opponents.

Psi powers tend to be on the weak side. Offensive abilities generally don't do more than 1d6 or 1d10 of damage, regardless of the psionic's level. However, there are a number of protective powers, and the telepathic disciplines do have some useful non-damaging abilities.

As with the gold box games, you can change the level of difficulty (i.e., number of hit points your opponents have), thereby making it easier or harder to get through the fights. Also as before, the easy level gives you less experience per combat. Even so, by the time you reach the end game everyone is likely to have achieved maximum level, which is 9th for all classes.

What is most surprising, perhaps, is the lack of information in the manual. We are all familiar with the many tables and charts in the





back of the gold box manuals. For *Dark Sun*, there is almost nothing. You get the experience level tables, spell progression tables, and that's about it. Nothing on min/max stats by race. Nothing on how far any race can advance in a particular profession. No chart showing which professions are open to which races (this is mentioned in the class descriptions, but a recap table would have been good to have). You aren't even told which psi powers are given to non-psionic-class characters.

Okay, now that you've heard about the system, you want to know about the story.

The action takes place on the world of Athas, where life isn't pleasant. Blasted in the past by magic, much of the world is wasteland. Water and metal are scarce. Cities are ruled by powerful sorcerer kings and their assistants, the Templars. Anyone at any time can find himself sold into slavery or thrown into the arena to fight as gladiators.

That's where the game begins for you. Your party of four has been condemned to fight in the arena of Drax City, facing tougher and tougher opponents, until they lose and die. That being something to avoid, the group escapes. (It had better, or this will be a short game.) Once in the desert, your characters become involved with allying the small villages established by other escaped slaves.

Alliance is necessary, as Drax is mustering an army to sweep through the deserts to destroy the villages once and for all. As you might expect, gaining allies will not be easy, and so the greater part of the game is spent doing something for each of the villages, persuading them to



join. And, to round things out, there are some side quests which, while not part of the main path, provide extra experience and occasional goodies for the group.

The solution to every problem is not kill-kill-kill. You can escape from the gladiator slave pens without a fight. You can stop the Magera from raiding the Elvish caravan without having to wipe them all out. The same goes for bringing about a rapprochement between the Dark Spiders and the Mind-home folk. Some combat is necessary,

but it isn't of the mindless, genocidal slaughter variety.

Saving allows for ten positions. The saves start small, but will grow to over a megabyte apiece by the time you get to the end game. You can save almost any time except in combat. However, you *can* load the game during combat, which is handy if your party is being trashed by superior forces.

While SSI has shed most of the gold box here, they have kept one infamous feature: back-to-back combat at the finale. The first wave is composed of just "regulars," who are not difficult to defeat, but they will do some damage and use up some of your spells. Then comes the second wave—elite troops with several mages and black scorpions in tow. This bunch is *very* tough, even with the mode on easy. There was really no need for two combats here; the elites all by themselves are quite enough, and very likely players will have to do this one several times before winning, which takes a lot of fun out of the fight.

The single biggest problem with *Dark Sun*, however, comes at the very end, after you have won the final combat. Up to this moment, the game ran exceptionally cleanly, with nary a crash or technical glitch (except sound; see the following article). Then, as the ending animations kicked in, the game dropped dead. Not good, because after this, you get some rewards, as well as the chance to roam around a bit more and save your team for the sequel.

After much hard work on the part of SSI's top programmer, Russ Brown, the problem was isolated to the ending animation sequence, and seems to be related to a type of memory fragmentation. This fragmentation appears to be caused by certain combinations of spells used in the final battles. Unfortunately, because of the wide diversity of spells and psi powers that can be invoked, the exact combinations can't be determined. So the crash is an iffy thing; it will happen to some people and not others. There is no way of knowing in advance if it will happen to you.

Fortunately, at what might be called the last minute, Russ Brown was able to come up with a fix. I am happy to report that the fix works perfectly (yes, mine was one of the games that hung), and I was finally (!) able to get past the last battle to the part beyond. The fix is available free from SSI and can also be found on many of the major modem nets, such as GENie and CompuServe, and probably, by the time you read this, on many local BBSs as well. You may want to get it, just to be on the safe side; you really don't want to go through the final battle any more times than you have to.

Overall, despite several flaws, my impression of *Dark Sun* is favorable. SSI is moving to a more mature form of CRPG. The completely new engine, world, rules and graphics, along with a new emphasis on story, does a lot to distance them from the gold box image. As with all new things, the first steps are apt to be a little shaky. Still, *Dark Sun* (with a little overhaul) shows much promise for the future, and promises a good game to play right now. **CSW**

## THE MOST COMPLETE ADVENTURE MANAGEMENT SYSTEM ON THE MARKET TODAY!

### INTRODUCING...THE TRIAD CAMPAIGN SYSTEM™ FOR GAMEMASTERS

#### SYSTEM REQUIREMENTS

IBM/PC comp with Windows 3.1\* • Min. 2 megs hard drive space for install • 4 megs RAM

#### RULES

Designed to replace most data led campaign backgrounds and scenarios • Adaptable to multiple campaign backgrounds or worlds

#### MAPS

World size to tactical • Markers display key locations, characters and creatures • Sizeable display windows • Zoom • Adjustable sound, graphics and text with map markers

#### SPELLCASTING

Adjustable parameters to create different effects • System calculates spell characteristics and appropriate level, area and range

#### SYSTEM FEATURES

Example adventure • Formula calculator • Rules documented in context sensitive help files with cross-references • Encounter generator loads all data, no need to consult charts • Game clock and calendar • Player's Guide • Gamemaster's Guide

#### COMBAT

Damage calculated and subtracted from target • Combat results returned in text form suitable to read in your players' • Spell effects applied automatically to all creatures in effect area • Set character destinations and targets and let the system perform the movements and attacks

#### CHARACTERS

Character creation quick and easy or as detailed as desired • Detailed skills, professions, stats and abilities

USES  
Windows 3.1\*



\*Windows is a registered trademark of Microsoft Corp.

ORDER NOW! Mail check or money order for \$39.95.

Add \$4.00 for shipping and handling.

Call or write for more information. (904) 494-3165

**Nawu Triad Institute**

P.O. Box 11246 • Pensacola, FL 32524-1246

Additional player's Guides available for \$10.00

Florida residents add applicable sales tax



# 50 YEARS OF GLOBAL CONFLICT

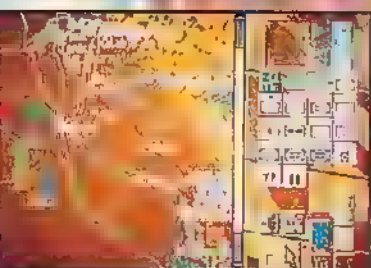
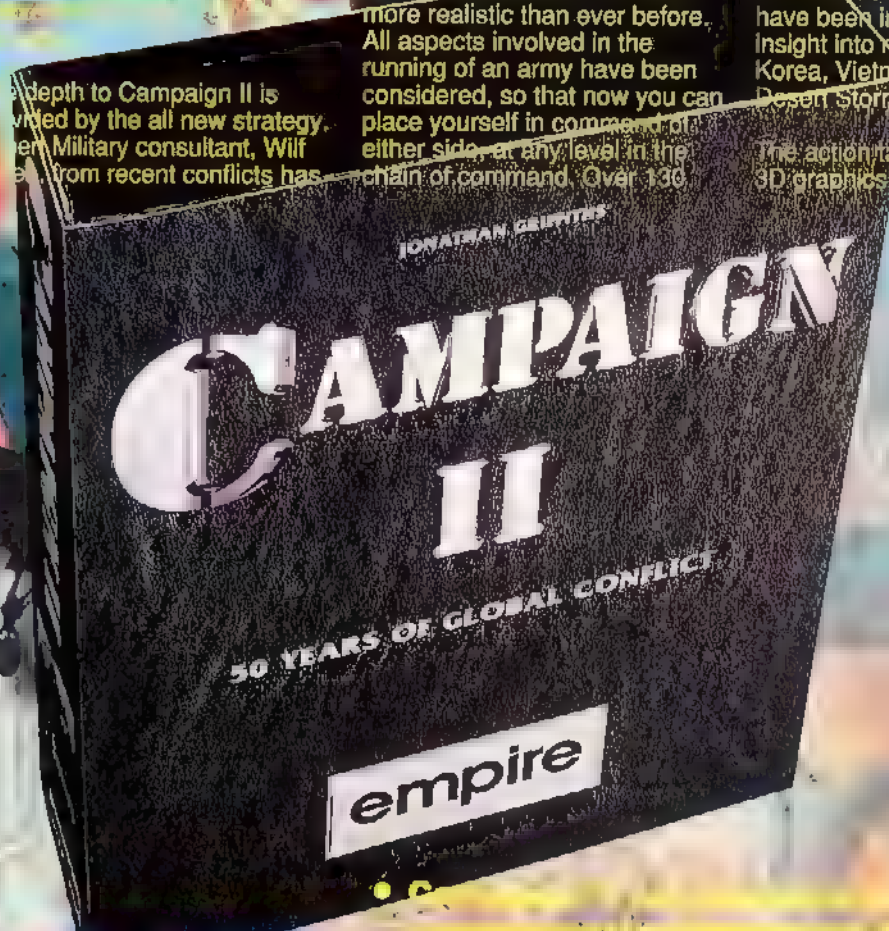
## Introduces a new generation of War Simulations

brought his knowledge to bear on computer gaming with an end result that looks and feels more realistic than ever before. All aspects involved in the running of an army have been considered, so that now you can place yourself in command of either side, at any level in the chain of command. Over 130

templates of the most powerful military forces from the nations of the last 50 years have been included to give insight into real conflicts such as Korea, Vietnam and Operation Desert Storm.

The action takes the form of 3D graphics if you

depth to Campaign II is provided by the all new strategy screen. Military consultant, Wilf, from recent conflicts has



**CAMPAIGN WAS BIG CAMPAIGN WAS GOOD  
CAMPAIGN II IS BIGGER, BETTER AND QUITE SIMPLY  
THE MILITARY SIMULATION OF THE YEAR!**



# Dark Sun Tips

## Scorpia Sheds Light on SSI's Latest

Since your *Dark Sun* party has only four characters, multi-classing is a must. Remember, you are not just preparing for the game itself, but also the fights at the end, where you'll want every bit of firepower and fighting power you can muster.

For that reason, it is best to max out the stats of each character, especially in the areas of strength, constitution and dexterity—particularly dexterity. As noted in the main article, armor doesn't give you much protection, so you have to rely on dexterity to get the AC down for a good part of the game.

My initial team consisted of a Half-Giant gladiator, Half-Elf F/Druid (fire), Dwarf F/Cleric (earth) and an Elf F/MU. These worked out pretty well. Everyone could fight, and most could cast spells. The fighter class allowed the Druid and Preserver to wear armor, which is important since there were no magic robes, bracers, etc., that I could find in the game. I did come across some magic cloaks, but these provided only specialized protection, not AC protection.

The second team was composed of a Half-Dwarf F/Psionic, Half-Dwarf F/Cleric (fire), Elf F/MU and a Thri-Kreen F/Druid (fire). The Thri-Kreen are pretty good. They have the second best wisdom (21), and they can be tough fighters in the early going. A Thri-Kreen maxed in strength and fighting bare-"handed" can fight four times for damage of 1d4+8 per attack (or 4x1d4+8), and they do an additional d4+9 acid attack. They can equip a shield, but it reduces their attacks from four to two. This is also true for equipping weapons, although as opponents get tougher, it is better to give your Thri-Kreen weapons in both "hands." The use of weapons/shields does not affect the acid attack.

In fact, it's best to have all your fighters go around with weapons in each hand. They do more damage that way, and the faster you kill the enemy, the less chance the enemy has of killing you. While you do give up a little armor class for this (i.e., no shields), the increased fighting ability usually makes up for it.

How many battles you want to fight before escaping is up to you. The first couple aren't too bad, and will give you practice with the system. The third combat usually features back-to-back fights, first with some Thri-

Kreen and then a variety of nasty critters. This was as far as I went before deciding it was time to get out of there.

When you make it out of the slave pens, it's better to help the Tari of the upper warrens, rather than the lower. Be careful in the second level of the sewers: the Dagolar slime can be deadly because their psionic powers can stun characters and make them unable to fight. Synaptic Static from a psionic will prevent this, but use it sparingly. There are several Dagolar slime combats, and you won't be able to rest (and renew psi points) until Dagolar is dead.

Once out of the sewers and into the fields of Draj, it is best to kill all the guards and head north to Teaquetzal. This gets you quickly into the main plot, and with a nifty +2 sword, to boot.

Since the game is non-linear, and since you are free to return anywhere you've previously been (even the slave pens), you have a lot of freedom to roam around, and you aren't locked into the typical "do-this-before-that-but-first-the-other-thing." Some places might be too tough for the current level of your team; if so, make a note and return later. The oasis is like that. Since it's encircled by 20+ guards, you may not want to take it on right away. Just give the oasis a wide berth and come back another time.

In Gedron, it is best to kill the statue before it leaves (this will make more sense when you

reach this part). If you don't, it will show up in the final battle, and you're going to have enough headaches without this thing to make it even tougher. Gedron is a good place to visit early, though, because you get one of the two best weapons in the game here.

Don't overlook the commissions from Nottaku on the red sand plateau. You will get money, experience and items for completing them, at least through the "mysterical stinger" task.

There are a couple of things to watch out for in the Spider/Mindhome caves. After the coup, you *must* go visit the Outcast before anyone else; otherwise, he won't recognize your achievement and reward you with the silk armor. Later, when you go back over the wall to the castle, you must go over the one with the spider guard. If you go over the other wall, the folk with you become "stuck" and won't move.

Some spells you can find or buy in the game: Hold Monster, Hold Undead, Monster Summoning III, Rainbow Pattern, Web, Melf's Minute Meteors (just pop em in the microwave! Sorry, bad joke), Minor Globe, Mirror Image and Spirit Armor. You can also find a staff of confusion spells, a wand of lightning bolts, and a necklace of fireballs, as well as several items usable only by psionics. The Meral Storm Ring, which casts Ice Storm spells, is noted as being usable by any

MAXIMUM STATS BY RACE

Race	ST	DX	CON	INT	WIS	CHA
Dwarf	21	19	22	20	20	18
Elf	20	22	18	21	19	20
Half-Elf	20	21	19	20	20	20
Half-Giant	24	15	22	15	17	17
Halfling	18	22	19	20	22	19
Human	20	20	20	20	20	20
Mul (Half-Dwarf)	22	20	21	19	20	18
Thri-Kreen	20	22	20	19	21	18

### Psi Powers (for non-psionic-class characters)

**Kinetics:** Detonate, Ballistic Attack, Control Body, Inertial Barrier

**Metabolic:** Life Drain, Biofeedback, Flesh Armor, Graft Weapon

**Telepathic:** Superior Invisibility, Ego Whip, Intellect Fortress, Mind Blank, Psionic Blast

# THE Hanna-Barbera ANIMATION WORKSHOP

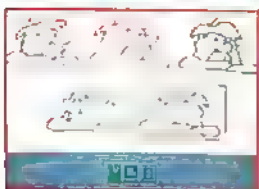
**At last! An animation package that is fun and simple to use. Now everyone can make their own cartoons.**

The Hanna-Barbera Animation Workshop brings the power of animation to your computer in a form that is user friendly. Using a simple yet powerful Icon Animation System (IAS), anyone can quickly produce impressive animations just like the professionals.

Complete with Hanna-Barbera animations (The Flintstones, Scooby Doo, Yogi Bear & The Jetsons), and clip-art for you to include in your own artwork.

Video input capability that allows you to import hand drawn animations and still backgrounds by using a camcorder or video camera and a digitizer.\*

Contains features that the professional animator couldn't do without such as onion-skinning for careful positioning of frames and an adjustable exposure sheet so that you can get the timing just right!



© 1993 Hanna-Barbera Productions Inc.  
Licensed by Copyright Promotions Ltd.

\* Requires camera and Romboid digitizer (not included).

Empire Software, 4 Professional Drive, Suite 123, Jethersburg, MD. 20 879.  
Voice (301) 216 9706. Fax (301) 216 0117

Empire Software is a registered trademark of Entertainment International (UK) Ltd.

**empire**  
SOFTWARE

Circle Reader Service #66



class, but in actuality, only a Preserver can make it work.

The items have limited charges, so use them sparingly; try to save them for the end of game combats. Remember, even if a spellcaster is hit and can't cast spells, he or she can still use a spell-casting item.

Once you have accomplished your mission in the ruins, *do not go out the way you came in*. That will only involve you in unnecessary combat with a small horde of nasty critters. Just before you leave, invoke the genie and take your three wishes, and the last one should be for his help. That will get you where you want to be without a lot of fuss.

The final combat is going to be rough. Try to dispose of the first wave as quickly as you can, with as little damage and spell use as possible. There is a short breather before the second group appears, so use this time to heal the injured and save the game.

When the elites show up, use as many disabling/obscuring spells as you can, such as Glitterdust, Rainbow Pattern, Dust Cloud, Solid Fog, Quicksand, Stinking Cloud, Confusion and Chaos. You want to slow the troops down and prevent them from attacking. Make no mistake about it, they are accu-

rate and hit very hard, especially the commander. Don't overlook the mages at the back, either. They will merrily throw fireballs and ice storms your way at the first opportunity.

You will do best if your side gets the initiative. If it doesn't, you're very likely to lose, as the troops will close in fast, using bows until they reach melee range. Should things go badly for you, restore and try again. When it's

all over, you may want to back up the save files to bring your party into the sequel. For this, you will need at least two files. The first one is SAVECHAR.GFF. The other is whichever SAVEXX.SAV that holds your final save. For instance, if your final save is in slot six, you'd copy out SAVE06.SAV. If you went through the game with more than one team, you can copy out their final saves, too.

CGW

## Dark Sun and Gravis Ultrasound

*Dark Sun* is the first game I've played that supports the Gravis Ultrasound card in its native mode. What a difference from SoundBlaster emulation! The music is just incredible (okay the SSI sound team had a lot to do with it, too). Now I've been spoiled, and I don't want to go back to regular SoundBlaster (which will be necessary, alas, until more companies support this card).

The Ultrasound has been panned in some magazines. It's easy to dump on a card when games that support it are few or non-existent. Having heard the Ultrasound native mode here, as well as in *Return To Zork* (more on this one in an upcoming issue) and *Silverball* (yes, pinball is my secret vice!), I am not sorry I made the Ultrasound my soundcard.

However, there is a problem with the melding of sound effects and music in *Dark Sun*. This is most likely to show up when changing location screens. The sound effects go a little crazy, producing an annoying "errrrrrr" background noise. While the music is unaffected, the sound effects don't right themselves, so it's usually necessary to exit the game and reload the Ultramid. After this happened a couple of times, I finally turned the sound effects off. Sigh.

This does seem to be related to the *Dark Sun* implementation. *Silverball*, with its many sound effects and fantastic background music, has so far performed flawlessly. In any case, Ultrasound owners should be aware that the sound effects may need to be turned off while playing *Dark Sun*.

### THE ULTIMATE ROLE-PLAYING AID

Introducing The Ultimate Character Editor. This exciting new product features full mouse and keyboard support, online context sensitive help and a complete windowing system (does not require MS Windows to run). This editor allows you to edit 30 of the games listed below (including Might and Magic 1-4, Ultima 4-7, all SSI AD&D games, Bard's Tale 1-3, Wizardry 8-7 and more). The price for this editor is \$59.95. So, for the price of 3 editors, you will be getting 30 editors. Upgrades will be available to handle new games as they are released for only \$9.95 per game.

#### • CHARACTER EDITORS - \$19.95 each

Might and Magic (1, 2, 3, 4 or 5), Pool of Radiance, Hard Nova, Bard's Tale (1, 2 or 3), Wasteland, Dragon Wars, Space Rogue, Wizardry (Edits 1-3), Wizardry 4, Wizardry 5, Bane of Cosmic Forge, Crusaders of the Dark Savant, Treasures of the Savage Frontier, Sentinel Worlds I, Knights of Legend, Secret of the Silver Blades, Curse of the Azure Bonds, Champions of Krynn, Space 1889, Drakkhen, Keys to Maramon, MegaTraveller (1 or 2), Keep the Thief, Darklands, Escape from Hell, Ultima (3, 4, 5, 6, 7 or 7 pt. 2), Savage Empire, Dark Heart of Uukrul, Tunnels and Trolls, Lord of the Rings (1 or 2), Countdown to Doomsday, Eye of the Beholder (1, 2 or 3), Darklands, Death Knights of Krynn, Fountain of Dreams, Magic Candle (1, 2 or 3), Pools of Darkness, Ultima Underworld (1 or 2), Twilight 2000, Planets' Edge, Dark Queen of Krynn, Prophecy of the Shadow, Martian Dreams, Realms of Arkania.

#### • HINT BOOKS - \$9.95 each except where noted

Might and Magic 1, Knights of Legend, Curse of the Azure Bonds, Champions of Krynn, Legacy of Ancients, Dark Heart of Uukrul, Wizardry (1, 2, 3, 4, 5, Bane of Crusaders (\$12.95)), Eye of the Beholder 2, Might and Magic 3 (\$12.95).

IBM listed. Apple and C64 versions also available.

Please add \$4.00 for shipping and handling.

Open from 9 AM - 9 PM every day for your convenience.



**GOSSELIN COMPUTER CONSULTANTS**

P.O. Box 1083 • Brighton, MI 48116 • (313) 229-2453

Circle Reader Service #77

### TURN YOUR DESKTOP INTO A COCKPIT!



**PILOT CONTROL STAND**

Clamps firmly to any desk, supporting the joystick out over your key to more accurately reflect the positioning of a real control stick. It also turns your keyboard into a cockpit control panel allowing you to easily access the keys without taking your eyes off the action.

**ADD MORE REALISM TO YOUR SIMS!**

**IT'S THE ONLY WAY TO FLY!**

**DEALERS**  
CALL FOR DISCOUNT  
(503) 686-1809

Send check or money order for \$28.95 plus \$4.00 (CAN \$7.00) for shipping and handling to:  
**HOME BASE PRODUCTS**  
3025 Timberline Dr. Eugene, OR 97405

Circle Reader Service #78

# GET REAL.



Upgrade up to a Sound Blaster<sup>™</sup> 16, and you've got PC audio as real as it gets.

Real CD-quality, 16-bit stereophonic sound. Real built-in upgradability. And best of all, real 100% Sound Blaster compatibility.

All of which may just be why we're the 16-bit PC audio standard. And why those other manufacturers spend so much time comparing themselves to Sound Blaster.



THE 16-BIT SOUND STANDARD.

But like the man says, Get Real. Because there's only one card that's

"as good as a Sound Blaster 16."

And that's a Sound Blaster 16.

For information, call 1-800-998-5227.



**CREATIVE**  
CREATIVE LABS, INC.



U.S. Inquiries: Creative Labs, Inc., Tel.: (510) 466-9777 or (408) 299-9777. International Inquiries: Creative Technology Ltd., Tel.: (415) 351-1000. Fax: (415) 351-1001. Sound Blaster and the Sound Blaster logo are trademarks of Creative Technology Ltd. All other trademarks are the property of their respective owners. Copyright © 1994 Creative Labs, Inc. All rights reserved.



# Trading Spaces

## Origin's Wing Commander: Privateer

by Jeff James

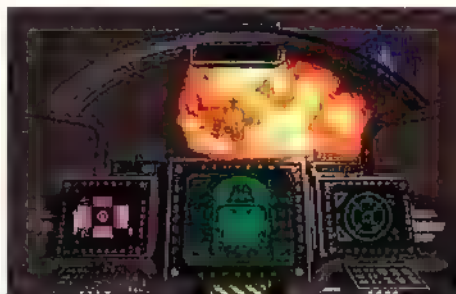


Several years ago, there was one game that drew more of my attention than any other: Firebird's *Elite*. In *Elite*, the player was an interstellar tradesman struggling to remain profitable in a galaxy of bloodthirsty pirates, overzealous police, and invading space aliens. Over the years, several attempts have been made at updating the *Elite* universe, with *Lightspeed* and *Hyperspeed* from MicroProse and Origin's *Space Rogue* being the most recent efforts. It's not difficult to pin-point the source of this genre's appeal—it's freedom. All of these games offer the gamer real choices about how to live one's simulated existence. The next step in the adventure is not scripted in these games; piracy or peaceful trade, assist a cause or fight against it—the player makes the call.

With the release of *Privateer*, Origin Systems puts their own spin on the genre, making strides in some areas and stepping back in others. *Privateer* is set in the tumultuous Gemini sector of the *Wing Commander* universe, situated along the edge of known space. True to the *Wing Commander* story, the Kilrathi will occasionally appear, harassing merchant vessels and threatening human settlements. Most of the time, however, one will encounter the riffraff of Gemini sector: a potpourri of criminals, pirates, thugs, mercenaries and religious zealots that frequent the space lanes of the frontier. The player is thrown into this fertile mix as an opportunistic space pilot for hire, a character not at all unlike *Star Wars*' Han Solo.

The game begins with the player on the Achilles mining colony and in command of a lowly Tarsus-class vessel, a gift from the late grandfather of the player's character. There are a few places to explore on Achilles, among them a commodity exchange, a ship dealer and a bar. This format is used at most of the locations the player can visit, and each type of base (i.e., agricultural, mining, refinery, pirate hide-out) looks the same. While this provides a consistent layout and interface, it does get a bit monotonous.

At the onset of the game, there are two ways to make money. Players with an independent, capitalistic streak can buy inexpensive metal ore, ship it to Helen (an agricultural planet in the same star system as Achilles), sell it for a profit and purchase cheap foodstuffs, then return to Achilles and sell the food there. This process of ferrying cargo between mining/refinery planets and agricultural ones can be used with success throughout the game. The other potential for profit is in missions. There are normally three ways to obtain missions: the mission computer, the Mercenary's Guild and the Merchant's Guild. The mission computer—located in the center of the base—serves as a clearing house for a variety of money making ventures: ferrying cargo from



one planet to another, patrolling nav points, defending bases and the like. The Mercenary's Guild specializes in gun-for-hire work, with the bulk of the missions devoted to hunting down pirates, patrolling space lanes and eliminating Kilrathi. The Merchant's Guild is the perfect organization for less dexterous gamers, with profitable commerce taking precedence over combat. The guilds offer more lucrative missions than the mission computer, but there are two caveats: these unions require dues (\$1000 for the Merchant's Guild, \$5000 for the Mercenary's Guild) and one must usually travel out of the current system to complete the mission, requiring the addition of a jump drive to one's craft. A jump drive is abso-

lutely essential to complete *Privateer*; with over four dozen planets/bases scattered throughout more than 60 star systems, the world of *Privateer* is a very big place.

A jump drive isn't the only component that can be added to a player's ship. The local ship dealer offers a menu flush with expensive, high-tech delights. Shields and engines are offered in five strength levels, with scanners, ECM packages, and armor plating available at a variety of price points. Eight different gun types are available, ranging from the quick-firing laser cannon to the awesome plasma gun. For even more firepower, proton torpedoes and four missile types can be added, turning a passive trading rig into a potent offensive vessel. The ultimate upgrade is a new ship, and the player will want to upgrade ASAP. The decrepit Tarsus that one starts with gives players boxy, utilitarian view screens and displays with a limited field of vision. It is an awful ship and should be turned into scrap metal before the unfriendlies in space do it first.

Once launched into space, the playing perspective shifts to the cockpit of the craft. In terms of playability, *Privateer* plays much like its predecessors in the *Wing Commander* series. All the same keystrokes are used ("W" still cycles through the available missiles, "Tab" still engages the afterburners, etc.), so *Wing Commander* aficionados should feel right at home. Gamers should know that the same joystick calibration routine used in *Strike Commander*, does not work so well

## Wing Commander: Privateer



TITLE:  
PRICE:  
SYSTEM:  
REQUIREMENTS:

Wing Commander: Privateer  
\$79.95 (speech pack: \$19.95)  
386 or better, 4MB RAM,  
VGA graphics, 22MB hard  
drive space (with speech  
pack), Ad Lib, SoundBlaster  
sound cards supported  
Orig. n Systems  
Austin, TX  
512/435-5231

PUBLISHER:

# ALL WRAPPED UP AND READY TO GO FOR THE HOLIDAYS

## COMPUTER GAMING WORLD

No FIGHTING  
Crowds At  
The Malls

12 Exciting Issues  
For only \$28

No Wrapping



Order by December 10  
and we'll send a Gift Card  
before Christmas!

A gift subscription to CGW makes a wonderful holiday gift. No endless treks through massive malls seeking that elusive something. If someone you know plays computer games, they will cherish a subscription to the #1 computer game magazine, *Computer Gaming World*. A year's worth of enjoyment is less than the cost of a single game. Please call today to ensure your Gift Card will reach that special person before the holidays.



To order call toll free  
**1-800-827-4450**

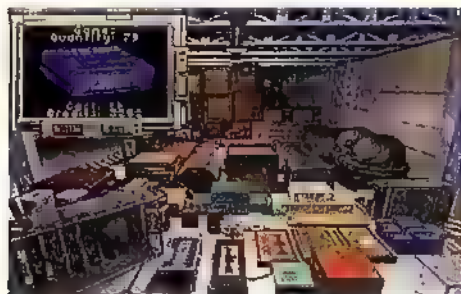




here. It refused to accept my CH Product's I lightstick at face value; a call to Origin's tech support provided the answer in the form of a text file entitled "JOYB.DAT", filled with several "X's" and placed in the CAPTIVATER directory. Even when things are working as they should, the joystick control in *Privateer* is somewhat coarse. Players used to the sensitive combat controls in *Wing Commander* may find *Privateer* difficult to get used to.

## Plotlines And Pirates

Whereas *Wing Commander I & II* featured very structured storylines, *Privateer* sheds the linearity of its predecessors and gives the player free reign to explore where and when he desires. In *Privateer*, the player can travel to any location in the game, provided he doesn't get blasted to bits in the process. The game does start the player off in the relatively docile Troy system, allowing players to get a feel for the game before being pounced upon by experienced opponents. Even so, the early going is tough, with the player having the very minimum of weapons and armor. Some might become frustrated with this long and shaky start, but those who diligently work their way out of the Troy system will be rewarded.



*Privateer* does have a storyline. A loose backbone of missions serve to guide the player towards the eventual conclusion of the game. Unlike the storyline in *Wing Commander I & II* (which essentially led the player by the nose through a string of tightly connected combat missions), *Privateer* lets the player proceed at his own pace. Once one gets on the right track, an exciting storyline unfolds, beginning with the discovery of a bizarre alien artifact and culminating in an encounter with an advanced alien civilization—and the enigmatic alien spacecraft alluded to in the *Privateer* introduction. *Privateer*'s treatment of plot and story may be crucial to some gamers' enjoyment of the product. Gamers who preferred the connected, structured flow of events in the *Wing Commander* series may be disappointed; on the other hand, players, like myself, who felt constrained by the same

structured plotline should find *Privateer* a much more enjoyable gaming experience.

As enjoyable as I found *Privateer* to be, two aspects of the story were troubling to me. The first concerns *Privateer*'s decidedly sophomoric streak, first evinced when the player attempts to communicate with other spacecraft. During these exchanges, the player is given dialogue choices such as "Can I borrow a donut, Lard-O?", "What's your sign?", and "I'm going to slow roast your nuts!". This boyish approach extends to the portrayal of women in *Privateer* as well. The female secretary in the Mercenary's Guild is shown filing her nails and chewing gum, while most of the other females encountered in the game are portrayed in a similar, stereotypical fashion. In these two aspects, the scriptwriting of *Privateer* lacks the relative sophistication of Origin's other games.

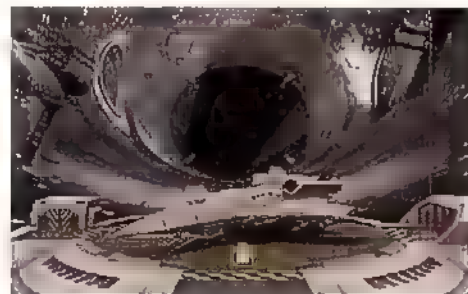
In another aspect, the world of *Privateer* is up to par with Origin's *Ultima* series in terms of offering real moral choices. In *Privateer*, the player has the opportunity to smuggle drugs and sell human slaves for profit. Trafficking in either cargo is viewed as criminal by the "good" side of the *Privateer* universe (i.e., the Confederacy and local planetary militia). Confederate and militia patrol craft often will scan the player's ship for contraband; if drugs or slaves are detected on the player's ship, they immediately attack. Unfortunately, gamers who scoop unmarked cargo out of space after a fierce dogfight could unknowingly find themselves in possession of either of these illegal cargoes and be attacked immediately by the authorities. Origin should be given credit for providing these options and leaving the heavy hand of morality out of it. If they wish, players can go over to the "Dark Side," but they must be willing to deal with the consequences. On the other side, it would be nice to have the option of free captured slaves or carry out raids on pirate bases trafficking in questionable cargo.

## This Is Not Your Father's Wing Commander

*Privateer* doesn't require quite the investment in hardware that *Strike Commander* does, but potential pilots should be forewarned: space smugglers do not fly on slow 486s alone. Origin recommends a machine with a 486 CPU running at least 25 MHz—it should be a requirement. *Privateer* doesn't offer any controls to adjust game detail settings, something that would allow users to match the game to the speed of their machine. When engaging multiple bogies, screen updates become very choppy on anything less than a 486/33 with gobs of RAM.

The situation worsens when a dogfight occurs within the blue mist of jump points, with screen updates slowing to a crawl. The ideal gaming system for *Privateer* is a fast 486 machine with a speedy local bus video card and 8 MB of RAM. Allocating at least 4 MB of RAM to SmartDrive helps smooth out choppy frame rates and prevent pauses for hard drive access during gameplay.

Although *Privateer* worked perfectly with a Sound Blaster Pro, it refused to work correctly on a machine with the Gravis UltraSound in Sound Blaster emulation mode. *Privateer* would also not work with the Pro Audio Spectrum (PAS) in native mode; it only worked when the PAS was configured for Sound Blaster emulation (although the *Privateer* configuration program incorrectly lists the Pro Audio Spectrum as a valid option). Sound cards compatible with the MPU-401 General MIDI Interface standard will work with *Privateer*, although the Roland LAPC-1 sound card is not directly supported. *Privateer*'s incomplete sound card support is puzzling, as robust support for a wide range of sound cards is vital to any entertainment product.



The *Privateer* soundtrack (by Nenad Vugrinec) is a model of unobtrusiveness; after dozens of hours of playing time, I still found myself enjoying the game music enough to continue listening to it. Graphics are polished throughout, with plenty of ray-traced objects to complete the gritty, hard-edged portrayal of life in a distant, violent future. The 64-page manual is an excellent one, complete with a pithy quick start section to get novice players up and gaming in a hurry.

*Privateer* isn't for everyone. Like *Strike Commander*, *Privateer* is a deluxe, high-end product designed for use with 486 machines sporting fast video cards and vast hard drives. Gamers with less capable gaming hardware should look to *Wing Commander Academy* for a less hardware-intensive slice of the *Wing Commander* universe. Gamers able and willing to pay the high hardware admission price—and patient enough to endure a slow start, hardware glitches and minor bugs—should find the cash-for-game exchange rate to their liking. **CGW**



The World's First Photorealistic Interactive CD Sci-Fi Adventure



# THE JOURNEYMAN PROJECT

**Winner!**

INVISION 1993 Multimedia Awards

**Award of Excellence**

plus

•Gold-Best Animation/Graphics

•Bronze -Best Production

Design

•Bronze -Adult Games

"...the world of interactive gaming is never going to be the same."

Mark Rhodes, Multimedia Editor,  
Micropublishing News



6 June 2318, 0651Z.

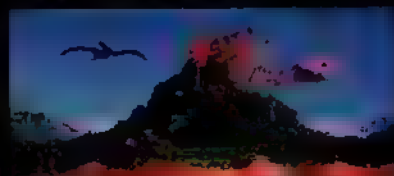
## Attention Temporal Protectorate:

A rip has been detected in the fabric of time. Only moments remain until all that mankind has accomplished is laid waste. Your objective-journey through time...from prehistoric lands to the distant future, to prevent any compromise in the established continuum. But before the game is over, you must discover who...or what...is the source of this mayhem, and bring it to a halt.

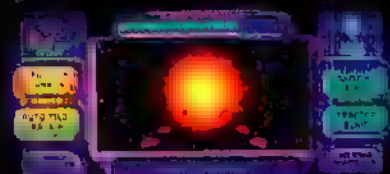
- Photorealistic 3D modeled worlds to explore
- Integrated arcade action and puzzles to challenge any player
- Intuitive interface featuring easy-to-use inventory and movement controls
- Original soundtrack
- Over 30 minutes of full motion video
- No set order in which the goals must be accomplished
- More than one solution to each problem you encounter
- Also available on Macintosh CD

**Take a ride through time on the CD Adventure  
that will alter history.**

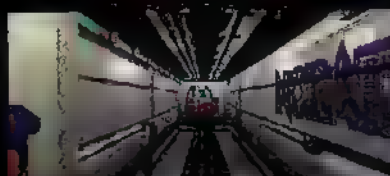
Available at retailers throughout the continuum or by contacting:  
Quadra Interactive, Inc., P.O. Box 188033, Carlsbad, CA 92009-9793



*Travel through time*



*Intense arcade action*



*Multi-level challenges*

©Copyright 1992, 1993 Presto Studios, Inc.  
MFC version by Quadra Interactive, Inc.





# THE CHIEF'S QUEST

## An Arresting Interview With Former Los Angeles Police Chief, Daryl Gates



When Sierra On-Line decided to publish another game in their *Police Quest* series, they decided to guarantee that the game illustrate proper police procedures and exploit the celebrity status of a well-known law enforcement official. The company contacted former L.A.P.D. Chief Daryl Gates and signed him as the celebrity designer. As the game neared completion, Sierra provided an opportunity for CGW to interview the controversial police chief. Rather than trodding over the well-beaten ground of past controversy, the interview focused on Gates' involvement in *Police Quest 4: Open Season*. Gates was joined in the CGW offices by Tammy Dargan, the *Police Quest* Project Manager and former television producer with credits for *America's Most Wanted* and other television series.

**CGW:** So, what's a successful talk show host like you (Gates hosts an evening talk show on Los Angeles radio station KFI) doing helping to develop an adventure game about the police? (polite chuckle)

**The Chief:** Well, when I retired, I told myself that I wouldn't do anything that wasn't fun. This has turned out to be a lot of fun. I've learned a lot. In playing the game, though, I'm not very good (laughter). I'm still a novice.

**CGW:** So, what was your first reaction when Sierra approached you about this product?

**The Chief:** For years, I worked with mainframes, but my staff worked with PCs. The only games I had contact with were those reflex-oriented games for kids. When Ken Williams called me, I told him to send me the game and I'd run it by a couple of kids to see if I wanted my name on it. When he actually sent the *Police Quest* games, I thought, "Uh, oh! What have I agreed to?"

**CGW:** What was your actual involvement in *Police Quest 4: Open Season*?

**The Chief:** I started right from the beginning—looking at the script. They sent me the first draft and I suggested a lot of changes, particularly adapting the language they used so that it would be more like authentic police procedure. I originally thought the script was a pretty bizarre case. But then I thought back to some of the actual experiences that I'd had as a detective and thought of several that were even more bizarre.

**CGW:** How many cases were you involved in as a detective?

**The Chief:** That would be hard to say since I supervised all the detectives for eight years under [former Police Chief] Ed Davis, as well as when I was chief, of course. You know, every chief is a detective at heart. That is something that never leaves you. As a result, you sometimes drive the detectives crazy looking over their shoulders and offering your "suggestions."

**CGW:** So, how realistic is *Police Quest 4*?

**The Chief:** I'm very happy with the realistic aspects of the game. We made some compromises, of course. For instance, in a shooting where an officer is the victim [as happens in the game] we wouldn't have merely two officers, one detective and a criminologist. We'd be all over the place. As it is, though, there is more burden and involvement on the player. It probably has more of the feel of the old days when detectives were responsible for one case. Today, each detective is responsible for *too many* cases.

Anyway, the game points out that *systems* solve crimes. You gather a lot of information and clues. There are a lot of things that turn up that look kind of interesting and you may want to go off [on a tangent], but an officer has to stick to his focus to solve crimes.

**CGW:** Will the player have to use actual police procedures?



CGW Editor Wilson deliberates whether or not to play "bad cop" in CGW's interrogation of Chief Gates.

**The Chief:** Essentially, yes. One of the first things I did was encourage Tammy [Dargan, the Project Manager] to go through the L.A.P.D. manuals. I was surprised that she read them all. These are thousands of pages of fine print! The department manual comes in 5 parts and the homicide manual is pretty thick [indicating 3-4" with his fingers]. After she read them, she cross-referenced them for direct relationships to the game.

**Tammy Dargan:** For example, in Homicide, all paperwork for each case is placed in its own blue binder called a "murder book." When you go there, the desks and shelves are filled with these murder books.

In fact, the documentation is sectioned just like it was an abridged version of the L.A.P.D.

# FOR WINDOWS!

Limited-time offer

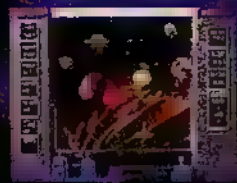
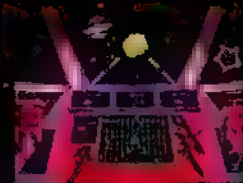
**\$39.95**

Incredible Value!



HIGH SPEED 3D ARCADE ACTION FOR WINDOWS!

## EARTH INVASION



**THREE COMPLETE GAMES IN ONE!**

- INCREDIBLE PHOTOREALISTIC 3D GRAPHICS
- STEREO SOUND EFFECTS AND MIDI MUSIC
- OVER 30 LEVELS OF PLAY AND 5 DEGREES OF DIFFICULTY

NOW AVAILABLE AT SOFTWARE RESELLERS THROUGHOUT AMERICA  
OR CALL 800-545-7677 or 310-793-0600 TO ORDER

• 3DI PRODUCTIONS INC. •





Department Manual. It's broken down into subjects, like the officer's oath, deadly force and Sam Brown belts. I didn't know before I read these manuals, for instance, that officers can wear velcro belts.

**CGW:** *What are the other realistic elements in the game?*



**Tammy Dargan:** One of my favorites is the shooting range. Did you know that you have to qualify once a month in real life? The range pictured in the game is the actual Police Academy shooting range for the L.A.P.D. It not only provides the player a chance to do better in the game, but also reveals the necessity of qualifying.

**The Chief:** That's right. If you don't qualify, you're suspended for a day, just like in real life. This sequence offers good evidence for why police officers want to switch from 6-shooters to 9mm guns [with 15 shots per clip]. They're trained to fire three round

bursts per target: two to the upper body and one to the head.

I like this feature. The police department runs an officer through large-screen scenarios to teach them when to shoot and when not to shoot. The game is similar and will give the player some of that feel.

**CGW:** *Anything you don't like about the game?*

**The Chief:** Well, the language seems kind of unrealistic. "Bugger off" is not representative of what you're going to hear when you knock on a person's door and they don't want to talk to you.

**CGW:** *What's different about this Police Quest?*

**Tammy Dargan:** It's the first game where we've used a digital camera [Kodak's DCS-200] to capture the backgrounds, all of which are actual locations in Los Angeles, selected by Daryl. Then we video-captured the actors in 236 colors (20 colors of the 256-color palette were reserved for *Windows*) and transposed them over the top using a chromakey process.

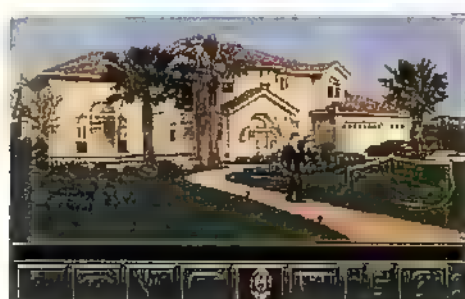
**CGW:** *We've seen this product as it's come along and the lines around the characters seem much smoother than in earlier versions. Have you learned a new trick in handling the radial aliasing [smoothing the outside lines]?*

**Tammy Dargan:** Yes. Our 255th color is gray. We get smoother lines by dithering all of the outside lines with a gray dither.

**CGW:** *Since you used real sites, did you have to pay extra for their use?*

**Tammy Dargan:** We didn't pay site fees, but we did get releases from all of the building owners.

**CGW:** *Were there any sites that have particular memories associated with real cases?*



**The Chief:** Outside of Parker Center and the Police Academy? I can say that the opening crime scene isn't an actual one, but I've seen crime scenes identical to that one. And the map that you use to go from place to place uses the actual map and numbering system that is used by the L.A.P.D.

**Tammy Dargan:** There's the Shortstop Bar!

**The Chief:** Right, that's a story. Sierra

ACCESS Softw

# A COURSE FOR YOU

**LINKS**  
BOUNTIFUL

**LINKS**  
TEON NORTH

**LINKS**  
BOUNTIFUL

**LINKS**  
DORADO BEACH

**LINKS**  
BARTON CREEK

**LINKS**  
BAYHILL

Bountiful, Bountiful, Bountiful, Bountiful, Bountiful, Bountiful, Bountiful



wanted a bar where police officers hung out. There was this one bar that I really hated when I was chief because a lot of officers hung out there, drank too much and got into trouble. When we asked for permission to use it in the game, the owner couldn't believe it. "The Chief wants to use my bar?"

CGW: *Speaking of sites and releases, we're curious. Did you have to get a license to use the L.A.P.D. name?*

The Chief: No, everybody does it good and bad.

CGW: *Did the police department cooperate in the game?*

Tammy Dargan: They were very cooperative, thanks to Chief Gates. They took me up in a helicopter and we participated in establishing a perimeter. I found out that police helicopters orbit to the left all the time because there is always an observer on the left. On one occasion, we saw a perpetrator drop a knife after a gas station robbery.

CGW: *Are some of the more unpleasant aspects of police work simulated in the game? After the ambush does the character have to explain to Internal Affairs that it was a good shooting?*

The Chief: Actually, Internal Affairs doesn't investigate a shooting unless some-



Chief Gates chuckles as Tammy Dargan shares her real life experience in a police helicopter fly-along.

thing seems irregular. It's the Officer-Involved Shooting Team that investigates and that is in the game.

Tammy Dargan: Yes. After the ambush scene, the player's character is stripped of his weapons because they've gone to the S.I.D. for ballistics testing.

CGW: *What about that other unpleasant aspect of police work, dealing with the media?*

The Chief: Oh, that's in there, too. It's another compromise in that you only have to deal with one reporter instead of a whole group, but she makes up for it.

CGW: *She's a composite of all your worst nightmares?*

The Chief: You've got it.

CGW: *So, what's next for Daryl Gates. Are you going to consult on any more computer games?*

The Chief: Well, it's just like anything else, a lot of it is going to depend on how this one is received.

Tammy Dargan: Actually, we've thought a little bit about it. Chief Gates instituted S.W.A.T. (Special Weapons And Tactics) when he was with the L.A.P.D. and this would be an ideal opportunity to blend strategy and role-playing. Nothing definite has been decided, though.

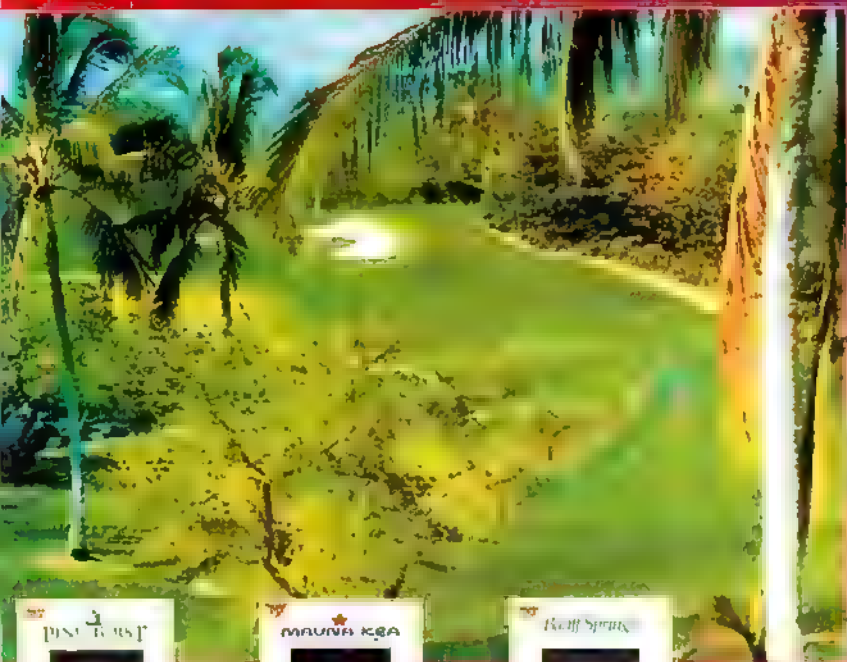
The Chief: I have particularly enjoyed working with Sierra, though. I really appreciated their allowing us to put some D.A.R.E. [Drug Abuse Resistance Education] references in the game, and there is a public service announcement on the CD-ROM version of the game.

CGW: *We want to thank you for your time. Is there anything else you want to say about the game?*

The Chief: I think it's a tough case to solve.

CGW

# re brings you OUR EVERY MOOD!



## LINKS Championship COURSES

If you feel like playing 18 holes on Hawaii's Mauna Kea course on Monday and Arizona's desert spectacle Troon North that night and Akron, Ohio's Firestone course on Tuesday morning, save your airfare and just pull out your LINKS Championship Courses! ACCESS Software has beautifully digitized versions of some of the world's finest golf courses so you can play them on your computer anytime of the day or night!



LINKS Championship Courses are completely compatible with our original LINKS: The Challenge of Golf, the LINKS 386 Pro, and Microsoft Golf for Windows!



**ACCESS**  
SOFTWARE INCORPORATED

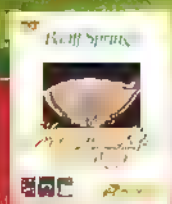
4910 W. AMERLON PARKWAY, DR., SLC, UT 84116  
(801) 359-2900, (800) 800-4880, FAX (801) 596-9128



Pinehurst  
Pinehurst, NC



Mauna Kea  
Hawaii



Banff Springs  
Alberta, Canada

And  
many  
more  
coming!





by Allen L. Greenberg

It is to the ocean we must now turn to satisfy our most basic needs. While food and various natural resources appear plentiful, we have no choice but to accept the fact the nearly 60 million square miles of land which occupy the planet Earth are no longer able to provide sufficient natural surroundings to satisfy today's population of computer game players. Similarly, the surrounding skies and the galaxy in which our planet resides, once thought to be limitless, now approach their capacity for dogfights, strategic bomb-

ing and interstellar conquest. Fortunately, Capstone now offers young computer users an opportunity to explore humankind's nearest and most evasive frontier, the sea.

is frequently necessary to stop at a port for fuel and supplies. While it is possible to simply hop in the boat and explore some random location, the institute offers seven pre-defined assignments from which the player may choose. While the assignments vary in complexity, they are not ranked and need not be undertaken in any particular order. Regrettably, there is no role-playing aspect to the game, and no cumulative record is kept of the player's successes or failures. A successful mission entitles the player to view an on-screen certificate that vanishes after a single showing, like a single drop of rain on the ocean.

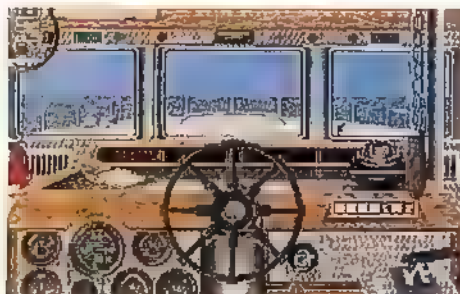
Finding the exact ocean location at which to submerge and explore the deep can be as challenging, though not quite as interesting, as the exploration itself. For each of the seven missions, the player is provided with a latitude and longitude. One of two ships are available for traveling there, one of which features a "flat" window while the other has an angled or "perspective" view. Steering these ships can, at first, be a frustrating experience. There is a lag of several seconds after the wheel is turned before a change in direction registers on the dashboard compass, so that oversteering is likely. Also on the dashboard is a true-time clock that is tied in with the game's graphics so that players will see the same day/night conditions on their computer monitors as appears outside their windows.

Due to the time involved, a real-time voyage is clearly out of the question. Once the ship has cleared the institute's docks and moved into the open sea, players may make hyperspace-like jumps of as much as 100 miles at a time. Still, a miscalculation of fuel, supplies or the undetected presence of some shallow waters may cost the player some

tedious dead-time broadcasting pleas for help from the on-board radio. A recreation room is also available, which boasts a dartgame simulation and an arcade machine in which players enter a tank in order to destroy several helpless polygons.

### The Implements Of Instruction

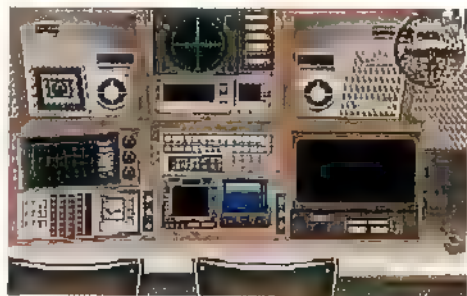
Within a special instrument room, players will learn the value of instruments somewhat more complex than the ship's compass. An electronic map and navigation station provides a greater wealth of information than any other location, and it is from here that the



ing and interstellar conquest. Fortunately, Capstone now offers young computer users an opportunity to explore humankind's nearest and most evasive frontier, the sea.

### Mucho Cousteau

*Discoveries of the Deep* (DOD) is an educational and entertaining piece of software that is designed primarily for school children. Far less complex than a submarine battle simulation, yet in many ways more colorful, it simulates deep sea exploration in portions of the Caribbean and Atlantic oceans. Players receive their instructions from the Manatee Harbor Oceanographic Institute based in Miami, Florida. A ship travels from the institute to an exploration sight where a deep-sea sub is then launched. These expeditions may take the player as far away as Spain, so that it



"hyperspace" leaps are planned and initiated. The "sonar-magnetometer" is used to identify large objects or high concentrations of metal, while a "depth sounder" provides both a graphic and numeric indication of ocean depth at the ship's current location. While the workings of these last two machines are

### Discoveries of the Deep



**TITLE:** Discoveries of the Deep  
**PRICE:** \$59.95  
**SYSTEM:** IBM  
**REQUIREMENTS:** 386 or better, 2MB RAM, VGA graphics, 12MB hard drive space, AdLib Gold, SoundBlaster, PAS, Roland MT-32 sound cards supported  
**PROTECTION:** None  
**PUBLISHER:** Capstone  
 Miami, FL  
 (800) 468-7226



A Pepe Moreno Production

TIME WARNER  
INTERACTIVE GROUP

# CHECKER HELL CAB SPECIAL

**WARNING:**

THIS GAME MAY BE HAZARDOUS TO YOUR SOUL!



"Maximum excitement...combines interactivity with serious graphics and a moviemaker's sense of craft."  
—Computer Graphics World

## for TAKE THE RIDE OF YOUR LIFE!

An interactive epic adventure on CD-ROM, *Hell Cab* is more than a game, it's a journey in the devil's time machine. Hop in! Check out the Empire State Building and get set for a hell ride

through history's most infamous periods. You'll walk with the dinosaurs, fight to the death with Roman gladiators, even witness infantry attacks in the WWI trenches of Verdun.

- Dazzling animated sequences, original music; lifelike sound effects; rich, 3-D graphics
- Multiple environments; complex strategies
- Realistic, first-person interaction

CD-ROM for: Macintosh — #14019  
Windows — #14031

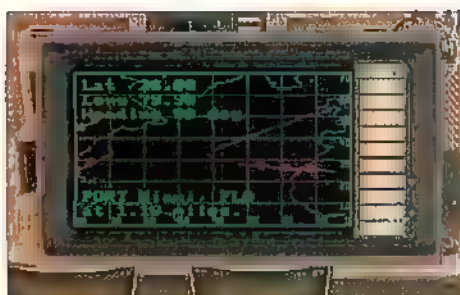


D311 08P3

Available at your local computer store or call toll-free to order (800) 482-3766

Circle Reader Service #129





obscure, proper use of the information they provide is certainly simple enough.

Players may also wish to keep a journal of both their travels and their underwater experiences. For this purpose, a clipboard and notepaper is available on the ship. Anything that is typed onto this document will be preserved as a permanent record. Since the player only has a limited time to remain underwater, it is often useful to note the exact latitude and longitude of areas worthy of further exploration. Also on board is a large map of the area onto which may be posted colored flags marking the journey, as well as areas referred to in the journal. Unfortunately, it is not possible to save a mission in progress to disk.

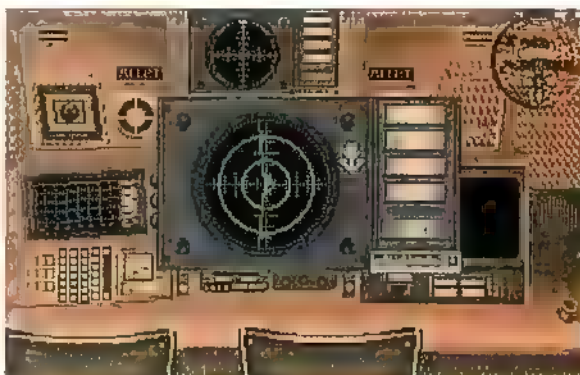
Once the player enters the hi-tech mini-sub, *Discoveries of the Deep* becomes far more interesting. Guiding the sub is not unlike piloting a slow-moving flight simulator, using the keyboard's directional keys to approximate the function of a joystick. Very precise readings of longitude and latitude are shown, as is a numerical display of the sub's heading and depth under the ocean's surface. The majority of the undersea display consists of a large circular window that looks out into the murky water. An external, underwater light diminishes the gloom for only a short distance beyond the window. As one might expect, movement seems sluggish at first. However, the throttle control is designed to allow the pilot to quickly build up momentum and then, when desired, bring the sub to a sudden and complete stop.

The most useful underwater device is a detection system that, when reasonably close, will lead the way to any object of sufficient mass. For particularly sentimental moments, plus certain missions which require visual documentation, the sub is equipped with an on-board photographic system. At any time, the player may request that the view outside the window be saved to disk as a photograph for later viewing once the player has returned to the Oceanographic Institute. Photos are normally taken with an underwater flash,

which will often provide additional detail, although this feature may be disabled. Unlike the institute's congratulatory certificates, the photos are not erased from disk once they have been viewed.

## In Search Of

The missions are primarily to observe and explore, with only a minimum of interaction with the undersea environment. Players will have the opportunity to study and pay their respects to the remains of the historic ocean liner "Titanic" which last saw daylight in 1912. Players will find this piece of sunken history in a condition similar to that in which it was actually found several decades later. Another ship, the "Capitana," along with the rest of the New Spain armada, became famous for safely carrying nearly \$70 million in gold and jewelry to the ocean floor near the Florida Key islands in the year 1733. In *Discoveries of the Deep*, players will follow the salvage project which took place over 200 years later by locating the "Capitana."



The popularized Bermuda triangle is the setting for an attempt to locate the missing "Flight 19" which disappeared, somewhat mysteriously, in 1945. The attempt here is not so much to explain the disappearance, but to prove that the flight did not, contrary to some questionable journalism, terminate on some other planet's runway. Years later, Flight 609, bound for London from New York, was lost midway over the Atlantic. The cause for this plane's misfortune is believed to be hidden in its black box flight recorder, somewhere in the plane's submerged wreckage. It is now up to the player to find that black box.

The player is further requested to augment and corroborate some dangerous and fascinating research by entering the mysterious "Blue Hole" of the Bahamas. This area may once have been an above-water cavern, in which case it may contain stalactites. By photographing the area and returning with one of the stalactites, the player will advance the

study of earth's early history. Another deep discovery took place five miles below the surface in the Romanche Gap where scientists were surprised to discover the presence of life under such high pressure. One particularly large creature caused quite a bit of interest when it appeared only as a blurred photographic image. The player is now requested to further investigate this creature.

The final mission involves an attempt to control a dangerous leak from a rusted container filled with nuclear waste material. The player's job is simply to sample the radioactive stuff by extending a mechanical arm over to the defective container. This mechanical arm is also necessary elsewhere in the program and requires the player to orient the submarine so that the arm, when extended, is able to reach out and fulfill its function.

*Discoveries of the Deep* features some colorful graphics, and its underwater scenery is often captivating. Were it a flight simulator, however, pilots would be quick to complain about its slow frame rate. Since it takes place underwater, one can more easily excuse its slow motion. However, slow motion need not be jerky motion, and a more fluid movement of scenery would have made the program somewhat more enjoyable.

The keyboard is probably the most convenient device for issuing the various commands, although a mouse is frequently useful. The program's designers are to be complimented for including extensive on-line help. The player may instantly call up either a short list of commands or several pages of extensive information.

Obviously, there is much more to oceanography than appears on this game's shimmering surface. Even the children for whom the program was designed may find themselves wishing for a more extensive or interactive experience with the creatures, fossils and other objects they find in *Discoveries of the Deep's* waters. However, there is a lot to enjoy here, and many young minds may find their appetites nearly as whet as their diving gear.





Notebook computers are great — except when it comes to playing simulation and action games. That's because they don't come equipped with a game port. ► Introducing the Parallel Game Port™ from Genovation. The PGP turns your notebook into a gamebook by converting the computer's printer port into a "virtual game port". With PGP, you also get a gender changer adapter, which lets you connect a joystick, yoke, pedals or even a weapon systems controller to your notebook or desktop DOS PC.

► The PGP is an indispensable accessory for today's serious gamer.

Whether you fly combat, race a car, maneuver a tank or wing along at 100 knots, the PGP's software features will enhance your play action. Use it to program the joystick's keys and customize them for specific games. This enables you to take control of the game. What's more, PGP eliminates the computer speed dependencies of some game ports. And it's easy to install, so you can be up and running in minutes. ► Look for the Parallel Game Port in

the software section of your nearest computer dealer. Or call us at (800) 822-4333.

**STICK IT  
TO YOUR  
NOTEBOOK.**



*Now compatible  
with more than  
50 games.*

**GENOVATION**

Genovation, Inc. • 17741 Mitchell North • Irvine, CA 92714  
(714) 833-3355 • FAX (714) 833-0322 • Sales: (800) 822-4333  
© copyright © 1993 Genovation, Inc. All product names are trademarks of their respective companies.  
Circle Reader Service #76



# A Spectacle Not To Be Myst

## Broderbund's Macintosh Adventure Makes The Most Of CD-ROM

by Christopher Breen

Anyone who has given more than a cursory glance at the popular media has seen that entertainment CD-ROM is the *Next Big Thing*. "MEGABYTE UPON MEGABYTE OF GRAPHIC DELIGHTS, HOURS OF ENTHRALLING DIGITAL AUDIO, BOLD ANIMATION, CAST OF THOUSANDS, SINGING WAITERS, DANCING BEARS..."

Bah!



The unfortunate fact is, many CD-ROM games are high on glitz and low on substance. That's why, when I began to hear the faint rumblings of an amazing new game from Rand and Robyn Miller, the creators of *Cosmic Osmo* and *Spelunx and the Caves of Mr. Sendo*, I was more than a bit skeptical. As it turns out, I was also more than a lot wrong. *Myst* is everything it's touted to be and is, quite simply, the best CD-ROM game currently available for the Macintosh.

*Myst* is a game of discovery. In order not to spoil it, I will reveal only these few plot details: Atrus, a rather talented author, has picked up a magical power from his father that enables him to write books that transport

the reader—quite literally—to fantastic lands. So adept at this skill is Atrus that he has stocked a good three shelves of Myst Island's library with these magical tomes. With horror, Atrus discovers that his books are being destroyed and his fantastic lands ransacked. The population of the island being confined to the writer and his two sons Sirrus and Achenar, suspicion for these nefarious deeds rests heavily on one of his progenies. Filled with remorse, Atrus flings himself and the book linking the outside world to Myst Island into a large fissure. Somehow this powerful book makes its way to the player, who is left to unravel its mysteries.

Cracking open the book with an innocent mouse click, one is instantly transported into the adventure via an aerial tour of a hazy, tree-encrusted Myst Island.

After this brief QuickTime flight over the stunning landscape, the perspective shifts to the island's dock. From here, one must explore the island, solve puzzles that gain access to other lands, and gather clues to reveal the identity of the book-destroying perpetrator. As it turns out, this is not a particularly easy task.

*Myst* is one of those games that offers virtually no initial instruction—the information provided in this review is actually a bit more than the player will glean from the manual and the back of the box. Al-

though this can be confounding at first, a quick jaunt around the island is enough to provide sufficient information to begin the game proper. One of the charms of the game is that the player experiences the freedom to make discoveries at his/her own pace in a non-threatening environment. There is no game clock, the puzzles need not be solved in any particular order, and nothing in the game will cause the player's character to meet an untimely end. That's right! The game is open enough to allow anyone to try any bone-headed thing they desire like without fear that Something Really Bad is going to happen.

### HyperCard Hits Hyperspeed

Most current Mac games available on CD-ROM are put together with Macromedia's Director, a program that, among other things, provides developers with a highly sophisticated animation system. The drawback of Director is that the processing requirements for the animation slow down the already poky CD-ROM performance. The Millers elected to forgo this route and take another, more familiar, path. Although they have experimented extensively with Director, Rand and Robyn chose to use their old buddy HyperCard as the engine to drive *Myst*.



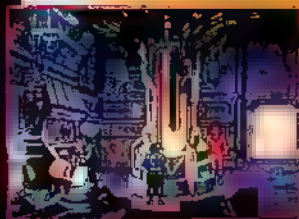
TITLE  
PRICE  
SYSTEM  
REQUIREMENTS:

PROTECTION  
DESIGNERS  
PUBLISHER:

Myst  
\$59.95  
Macintosh with CD-ROM  
8-bit 256-color Macintosh  
CD-ROM drive, 3MB hard drive  
space, 4MB RAM (2.5MB free  
RAM), System 7.0.1 or higher  
None  
Rand and Robyn Miller  
for Cyan Inc.  
Broderbund  
300 Redwood Blvd.  
P.O. Box 6121  
Novato, CA 94948  
(415) 382-4400

A rift in the fabric of time and space, a deadly foe from the past and the judgment of all humanity await the crew of the Starship Enterprise™.

... the five year mission continues.



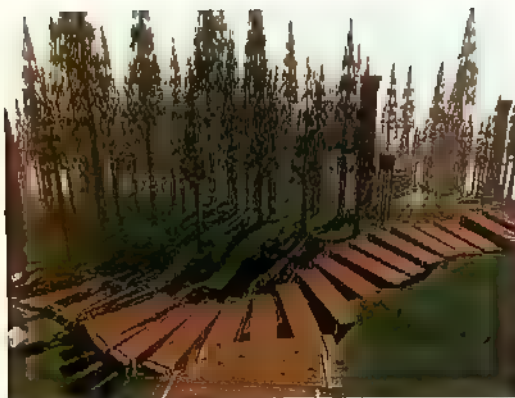
Join Captain James T. Kirk and the crew of the U.S.S. Enterprise™ in all new episodes that place you in command. Beam down to alien worlds, communicate with new life forms and take the helm as you join the legendary crew of the Starship Enterprise™ in their continuing five year mission to explore the final frontier.

Software © 1993 Interplay Productions, Inc. All rights reserved. Star Trek™ and © 1993 Paramount Pictures. All rights reserved. Star Trek is a registered trademark of Paramount Pictures.

*Interplay*

17922 Fitch Ave.  
Irvine, CA 92714  
(714) 553-6678





Because *Myst* is HyperCard-based, it has a different look than games created with Director. Each scene is presented as a 3-D rendered, stationary backdrop. Any animation that may occur is contained within QuickTime windows that are seamlessly integrated into that backdrop. Navigation is controlled by clicking on the screen in the direction desired. Likewise, objects are activated by clicking or, in the case of levers, clicking and dragging. When one moves from one location to another, each scene cross-fades to the next. If these fades seem too slow, it is possible to opt for fast transitions that fling one directly into the next scene.

Although it may seem as if the Millers are not taking advantage of the latest and greatest whiz-bang technology, working within the



limitations of HyperCard actually enhances the game. *Myst* isn't a shoot-'em-up, so there isn't a pacing problem. Besides, a good deal of the player's time is spent staring at the screen and tapping thoughtfully on the ol' noggin. There's really no need for fully animated Director sequences when one has such pleasant scenery, along with Chris Brandkamp's soothing environmental sounds, and the delightfully diverting toys scattered throughout the game.

Don't get me wrong: *Myst* doesn't ignore the elements that make CD-ROM the Next Big Thing. Like any worthwhile 462-megabyte game, *Myst* plays to the strengths of the medium. It boasts 66 minutes of QuickTime

animation, over 40 minutes of original music, megabytes of digital-audio sound effects, and 2,500 ray-traced images that will, on occasion, cause one's jaw to drop in admiration. The difference between *Myst* and some other CD-ROM games is that the technology is not the star of the show. Yes, the graphics are mesmerizing, the live-action QuickTime sequences are stunning, and the musical score, cinematic in its scope, enhances the feel of the game without being intrusive, but *Myst* is more than just a collection of sparkly graphics and stirring sound. The substance of the game is every bit as good as the package.

The danger inherent in fantasy/adventure games is that, all too often, plot lines become convoluted and farfetched. Not so here. *Myst's* narrative is straightforward and simple enough to be believable, given the surreal nature of the surroundings. In addition, information that drives the plot is released at an even pace—the gamer's pace. One doesn't feel as if someone tacked on a harebrained ending simply to tie up loose ends.

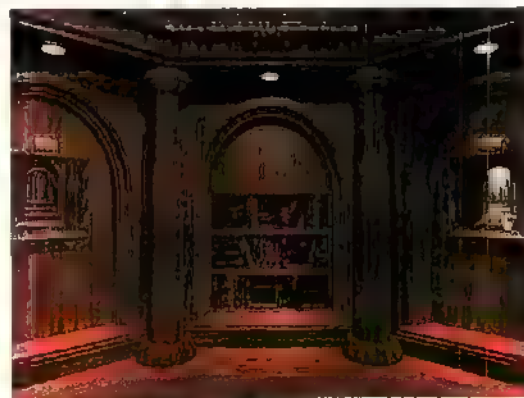
The puzzles, like all good puzzles, are tough but fair. One need only pay attention to everything going on within the immediate vicinity (well, perhaps a little musical training and a compass would help too). Observation, both aural and visual, is the key. There's not an unjust trick in the bunch, and once the puzzles are figured out, players are likely to smite their forehead mightily and wonder why they didn't get it hours earlier.

### The Complaint Box

I hate to knock a product that is bound to set a new standard in Macintosh CD-ROM games, but I do have two small complaints. First: When one clicks the cursor to the left or right side of the screen, the perspective turns either 90 or 180 degrees, depending on whether the designers thought it important for the player to see what is to the side. I understand that some of these views might seem extraneous, but in some areas the scenery is so similar that one can become too easily disoriented. This results in extra clicks between one scene and another to determine the exact location.

Complaint Two: When a game in progress is saved and later restored, the player is transported to the opening location of the scenario. Although everything accomplished up to the point of the save is still intact, the player may have to travel

a fair piece across the island in order to return to the spot where the game was saved. This occurs more often than would be expected, because much of the information needed to complete a task is contained in books stored on *Myst* Island, and the only other way to retain that information is to scribble it down. For lazy sods like me who are unwilling to



transcribe page after page of text, this means restoring a game saved from *Myst* Island, looking something up, re-restoring to the first location, and then tramping back to where this all began. Fortunately, it is possible to ameliorate this situation somewhat by switching into Zip Mode, an option that allows paths to be traversed in a few leaps rather than several steps.

### An Instant CD Classic

Along with the CD-ROM (which, in addition to the game, contains a 14-minute QuickTime movie of the making of *Myst*), the game package includes a notebook for jotting down observations and three game hints to get the gamer started. Should these hints be insufficient, Brøderbund offers the *Myst Official Game Secrets* hint book for \$14.95. Personally, though, I can't understand why anyone would want to rush through the game by getting an easy answer; with *Myst's* graphic beauty, lush sound, and compelling plot line and puzzles, it's over all too soon. **CGW**



# A Note From The Editor

By Peter Scisco

Change is in the air. We hear that phrase a lot from Washington. We read the same words in papers and magazines. But as we move through our lives day by day nothing much seems different. Not so at *Kids & Computers*. Change is a reality.

Recently, technology publishing giant Ziff-Davis acquired Golden Empire Publications, the publisher of *Kids & Computers* and the magazine you hold in your hands, *Computer Gaming World*. If you're a CGW subscriber, this may be your first introduction to *Kids & Computers*. Briefly, we are dedicated to helping parents and kids harness today's technology for their benefit now and in the future. In this special section, you'll find reviews of some of the latest educational, creativity, and entertainment programs geared toward kids.

If you're a *Kids & Computers* subscriber, you might well wonder what has happened to your magazine. That's where the change comes in. We have decided to revamp *Kids & Computers*. We look forward to a more responsive, assertive, informative, and attractive magazine in 1994. That requires us to step back and regroup, to assess our goals and determine how best to achieve them.

But it also requires something of you, our faithful and enthusiastic readers. It will require some amount of patience as you wait for *Kids & Computers* to re-emerge. Don't let this time go idle. Use it to communicate your needs and wishes for a new *Kids & Computers*. (I'll give you an address at the end of this column.)

Not everything has changed here. In the most important elements, the song remains the same. *Kids & Computers*, along with its new publisher, remains committed to presenting timely reviews, opinions, and reporting to parents who are concerned that their kids be prepared for the information age.

Now let's turn our eyes to this special section of CGW. Inside, you'll find the

latest crop of kids software reviewed by our educators and writers—people who make it their job to know kids, know teaching, and know technology. When you step into the computer stores this holiday season, or when you go thumbing through the software catalog looking for just the right piece of software for that special child in your life, you're likely to be swamped by the sheer number of titles available. The Software Publisher's Association marks educational software as the fastest growing area of the software publishing business. I can attest that the number of programs crossing my welcome mat is astonishing.

New ideas and new approaches to learning are evident everywhere. As the editor of *Kids & Computers*, as a father, and as a volunteer in the public schools, I think it's more important than ever that all kids have access to these new technologies. Equally important, adults and kids need to share the possibilities and opportunities made available by new technology so that they can build a path together into the next century.

It occurs to me as I write this that the kids in the elementary school half-a-mile away will be leaving high school at the start of the next century. What we do now, as parents, friends, guardians, and teachers, will make a big difference when the numbers spin round to 2001.

I only need to see the faces of those kids light up when I enter the classroom to understand the potential of computers and software to influence their learning. And I hope that in the coming few years we will learn better how to harness this technology so that it can be integrated into classrooms and into lessons. It's one thing for a parent to buy a program for the computer at home, when scheduling isn't so much a problem, when the needs of a child are clearly defined. It's another thing altogether when computers are seen in school as just another subject to teach, rather than accepted as a tool to enable learning.

## KIDS & COMPUTERS



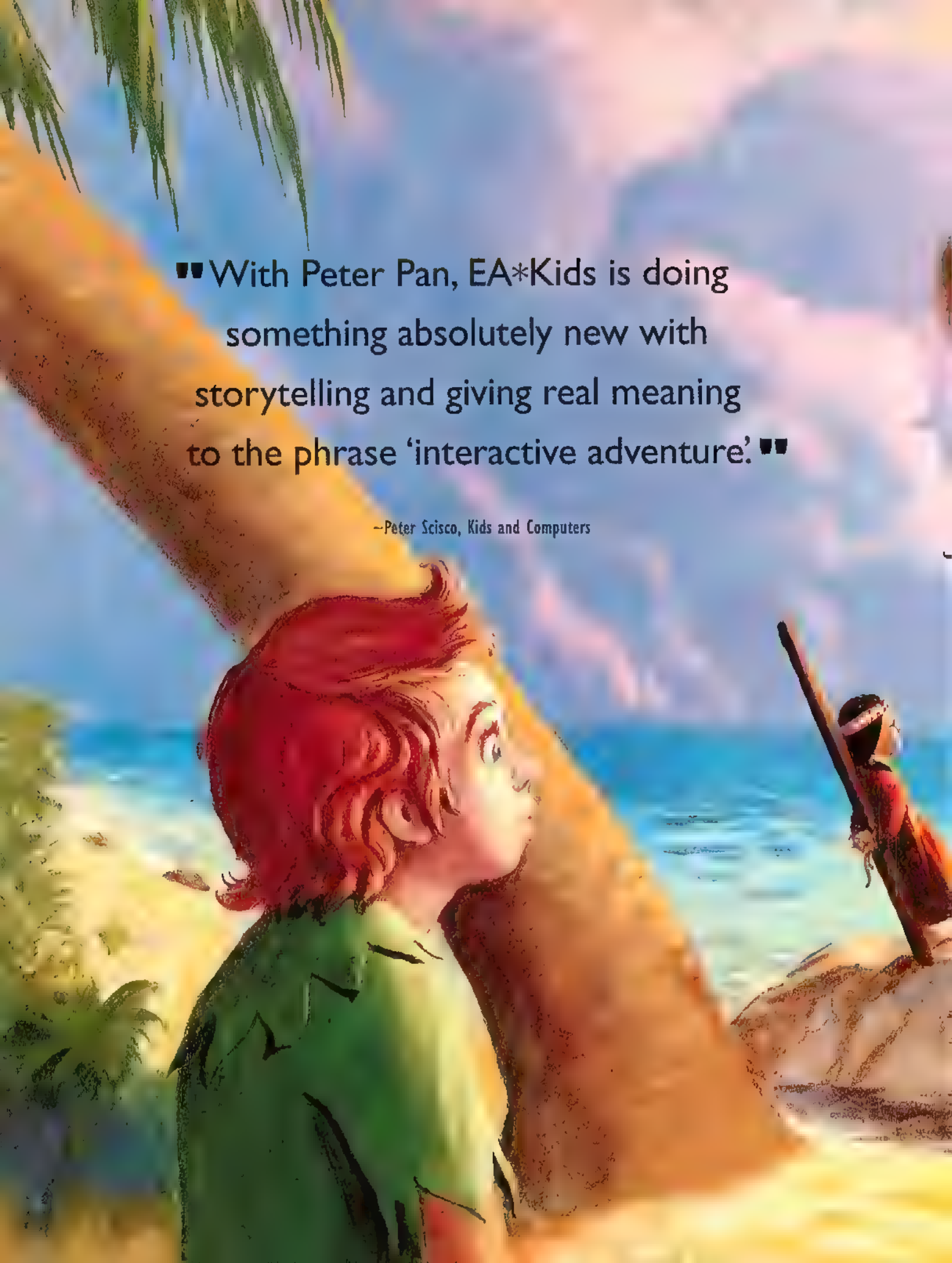
### Reviewed This Month

*The Amazon Trail*, *20th Century Video Almanac*, *Amy's Fun-2-3 Adventure!*, *Slater and Charlie Go Camping*, *Sir AddaLot's Math Adventure*, *Mighty Draw*, *Stickybear's Early Learning Activities*, *A.J.'s World of Discovery*, *Kid CAD*, *EZLanguage for Windows*, *The San Diego Zoo Presents: The Animals!*, *Discover Space*, *Bailey's Book House*, *My Own Stories*, *Ready, Set, Read*, *Mayo Clinic's Family Health Book*, *The Deluxe American Heritage Dictionary*, 3rd Edition, *Wayne's World*.

From the letters I have received in the last year, it's evident that many families and teachers have come to the same conclusion. And it's evident from their comments that they need a magazine like *Kids & Computers* because they simply can't find enough of the information they need anywhere else. I ask that those writers, and the many others who read our magazine and look forward to it arriving in their mailbox, remain patient during this change. I also ask that you write. Let us know what you need and what you'd like to see in *Kids & Computers*. Address your correspondence to Editor, *Kids & Computers*, PO. Box 730, Yorba Linda CA 92686-9963.

We'll be listening. In the meantime, I wish you a joyous and peaceful Holiday Season. K&C



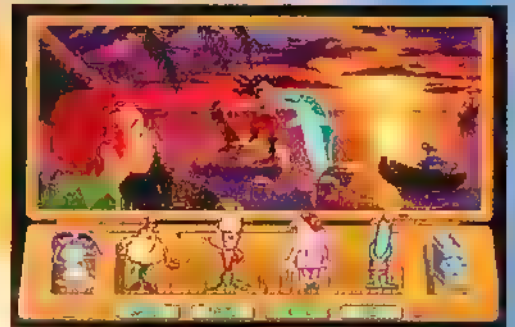
A colorful illustration of Peter Pan with red hair and a green tunic, looking out over a tropical beach. In the distance, a pirate with a red bandana and a long wooden staff stands on the sand. The background features a blue ocean, a blue sky with pink clouds, and a palm tree on the left.

■ With Peter Pan, EA\*Kids is doing something absolutely new with storytelling and giving real meaning to the phrase 'interactive adventure.' ■

—Peter Scisco, Kids and Computers



**R**emember the sense of wonder you felt as you watched Peter Pan discover he could really fly? Well, in Peter Pan, A Story Painting™ Adventure from EA\*Kids™, it's your child's imagination that really soars. Boys and girls ages 5-9 become the "hands of the animator," to help Peter save Wendy from the evil Captain Hook. Along with the Paintbox



(Actual computer screen shot)

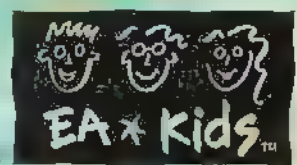
Pals™ children actually change events in the story, expanding their reading, problem-solving and decision-making skills like never before.

It's the kind of fun your children will return to again and again. Unless of course, you're playing it yourself.

**To order a FREE EA\*Kids demo disk or videotape call 1 800 KID-XPRT.**

For IBM® compatibles, Macintosh® and 3DO®

Available on floppy disk and CD-ROM.



THE KIDS SOFTWARE EXPERTS

Circle Reader Service #145



# KIDS & COMPUTERS

## Holiday



## Software Guide

### The Amazon Trail

An invitation to the sights and sounds of the Amazon jungle awaits every child who savors exploration, discovery and danger. This educational adventure game sends kids into the wilds of South America, with splendid animation and authentic native music. Kids see and hear the mammals, birds, fish, and insects of the rain forest from the relative safety of their computer canoe. All the while, they are looking for a medicinal plant that can save the ancient Incas.



#### The Amazon Trail

**Price:** \$59.95

**In Brief:** An interactive science/geography/history simulation centering around the flora and fauna of the Amazon River basin.

**Requirements:** IBM or compatible with 1 MB RAM; VGA display; hard disk with 7.5MB free space; mouse; DOS 5.0 or higher.

**Audio Support:** Ad Lib, Sound Blaster, and compatible sound devices.

**For ages:** 10 to 16

**Other Versions:** Macintosh (\$59.95)

MECC  
6160 Summit Drive North  
Minneapolis, MN 55430-4003  
(612) 569-1500  
Circle Inquiry #180

Pirhana, headhunters, and greedy Conquistadors stand in the way of success. But the oddest and most compelling obstacle is the eerie blue mist that occasionally descends upon the player and transports him or her to another time. In this way, kids are exposed not just to the geography and ecology of the region, but to its history as well. They rub el-

bows with Henry Ford. They contact Theodore Roosevelt. Historical figures and events find their way into the game and into the minds of young players.

Strategy is important, as explorers must evaluate their progress throughout the game and make crucial decisions. Rationing the food to fit the pace is paramount to the success of the expedition, as is navigating the 11 rivers of the Amazon basin. A health meter displays the fitness of the party. Should sickness befall the expedition, resting a day or so might be a good idea. Trading with the local villagers entails making even more decisions.

The arcade portion of the game occurs both on land (investigate and survey) and in the water (navigate and fish). Each brings with it a real sense of environmental consciousness. On land, players use a camera instead of a gun to shoot animals, birds and bugs. The skill and fun are still high pitched: Kids must observe with a keen eye and target their quarry with the camera. When fishing, players are given the option of releasing the fish after classifying it. Pictures of captured land and aquatic specimens are then referenced in the Amazon Guidebook and identified. On sound-equipped computers, proper pronunciation of the species can be played. All information goes into a scrapbook for evaluation at the end of the game. A shield garnered with jewels representing the animals and plants identified attests to the success of each expedition.

The use of sound and the animated sequences make severe demands on computer hardware. Computers designed for today's multimedia software shouldn't have any trouble running the game, but older computer models may suffer from slower performance.

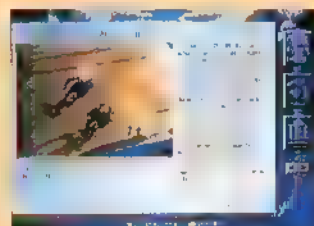
With *The Amazon Trail*, kids learn critical planning skills, gain a sense of historical development along this important river, and have the opportunity to

sharpen reference and research skills. And they get all of this in the form of an entertaining adventure that's sure to keep their interest.

— Jeff Kingston

### 20th Century Video Almanac

Take a compendium of the most important and intriguing events of this century and present them with more than 100 video clips, 2000 photos, text, music and narration. What you have is an excellent introduction to a fine series of CD-ROM discs.



#### 20th Century Video Almanac

**Price:** \$99.95; entire series of five CD-ROM discs sells for \$199.95

**In Brief:** A multimedia examination of the important events and people of the Twentieth Century — first in a five-disc series.

**Requirements:** IBM compatible 386SX or better with 1MB RAM, SVGA display; hard disk.

**Audio Support:** Pro Audio Spectrum, Sound Blaster, or compatible devices.

The Software Toolworks  
60 Leveroni Ct.  
Novato, CA 94949  
(415) 883-3000  
Circle Inquiry #181

In this introductory collection, students can tap into this information base of Twentieth Century history from a timeline, which shows eight pictures of events as if they were frames on a film strip. Starting in 1890 with early motion pictures and the development of the automobile, the timeline moves forward

# Fatty BEAR'S

## Birthday Surprise

For a  
FREE Demo  
IBM PC or Color Macintosh  
Call (206) 485-1212  
Offer good while supplies last.



Fatty Bear and his friends have a lot to do before Kayla wakes up. Matilda Rabbit's busy with the cake. Gretchen's working on the decorations. The puppy's getting into mischief, and the garage door opener has disappeared.

Fatty Bear's Birthday Surprise™ is an adventure game designed especially for children. Children enhance their problem-solving skills, while happily exploring Fatty Bear's world; the goals even vary in response to your child's actions.

So, what are you waiting for? Morning's almost here, and a bear can only do so much alone.



Ages  
3-7

IT  
TALKS!

Circle Reader Service #150



Humongous Entertainment™ Creating software that doesn't underestimate your child Available on Disk or CD-ROM for Macintosh and IBM PC systems SRP \$49.95 Disk/ \$54.95 CD-ROM To purchase, visit your favorite software retailer or order direct from Humongous Entertainment 13110 NE 177th Pl Box 180 Woodinville, Wa 98072 (206) 485-1212



to 1990 and such subjects as the sentencing of Michael Milken and the decline of American cities. Along the timeline, it's possible to move back and forth, even to leap to the end or beginning of the timeline.

Photos are clear and of high quality. The video clips are equally impressive and effective. Old film clips look and sound old, while newer clips show the advances in audio and video technology. The major drawback is that the information can't be printed.

The program's search feature can be accessed through the Library icon. Kids or parents can search for a particular word, view the information by category, or investigate the subject index.

From Babe Ruth to the Beatles, from Benny Goodman to Thomas Edison, from Presidents to princesses, this program covers them all. It's an excellent reference for kids and parents alike — and fun to boot.

— Joel Schwartz, M.D.

## Amy's Fun-2-3 Adventure!

What better way for children to learn counting and numbers, than assisted by a lovable puppy? Amy, star of Devasoftware's *Amy's Fun-2-3 Adventure*, leads kids through four progressively challenging episodes that help beginners grasp what numbers are all about.

Younger players will want to start out in Amy's doghouse — literally! After clicking on any of the numbers above the doghouse, the child is rewarded with an animated example of the number. The program also provides verbal cues, as a pleasant female voice repeats the number, and then counts up to it.

Next, kids help Amy check out a friendly computer named Marty, who plays a matching game. Marty displays a random number, and then offers two sets of objects, one of which adds up to the number shown. To make a match, children must recognize the number Marty has generated, and be able to count the objects in the sets. This teaches comparison skills, as well as number recognition and counting.

The game also offers a journey to Cookie Castle, where Amy is helping with a repair project. Children are prompted to drop a brick into a numbered position, dictated by Amy's silent counting on her paws. This is a bit more



### Amy's Fun-2-3 Adventure!

**Price:** \$39.99

**In Brief:** This engaging early-learning program teaches counting, number recognition, and comparison skills.

**Requirements:** IBM compatible with 640K RAM; VGA display; hard disk.

**Audio Support:** AdLib, Sound Blaster, and compatible sound devices.

**For Ages:** 2 to 6

Devasoft  
P.O. Box 41250  
San Jose, CA 95160  
(408) 927-9645  
Circle Inquiry #182

challenging than the first two games, as there are no verbal cues. Kids need to tally Amy's count themselves, then locate the correct number in order to place the brick

An additional segment allows kids to play a variety of familiar children's songs on Amy's xylophone, which has numbered keys. The notes are cued by the program; kids can also play their own compositions.

The program's animation runs smoothly with bright, attractive graphics and crisp, engaging sound. The manual is helpful and straightforward. Overall, *Amy's Fun-2-3 Adventure* is well done, and should appeal to eager young minds.

— Dennis McCauley

## Slater and Charlie Go Camping

Camping trips can supply a family with anecdotes for a lifetime. But no matter how exciting that last campout was, it probably couldn't hold a candle to the outrageous adventures of the cartoon protagonists in this interactive storybook.

Like most good storybooks, this one is all fun. There's no pressure on the kids to learn to count, pronounce carefully selected diphthongs, or identify the color purple. Each passage is read aloud; some are followed by a brief animated sequence.

Once the page has played out, the great big white hand that signals *wait* changes to a big black cursor arrow. That gives kids a clear indication of when they're free to mouse around the screen looking for hot spots. When they find one, they'll be regaled with another cartoon treat. These tidbits expand upon the main illustration which, in turn, amplifies the text. The overall effect is a remarkably smooth blend of children's storybooks with Saturday morning cartoons — and the kids are in charge of the action.

That action is exactly what we've all learned to expect from cartoons: an irreverent blend of slapstick, pratfalls, and cheerfully gratuitous but silly violence. Slater and Charlie themselves are so sweet, and their antics so good-natured, that even the most timid children will enjoy their adventures without feeling threatened. And even politically correct adults will have trouble containing their laughter.

*Slater and Charlie Go Camping* is the sort of program that kids will want to run



### Slater and Charlie Go Camping

**Price:** \$49.95

**In Brief:** A pair of lovable dinosaurs take children on a hilarious camping trip in this interactive storybook.

**Requirements:** IBM or compatible with 2MB RAM, VGA display, hard disk, mouse; sound device.

**Audio Support:** AdLib, Sound Blaster, Pro Audio Spectrum, Disney Sound Source, Roland MT-32, and compatible sound devices.

**For Ages:** 3 to 8

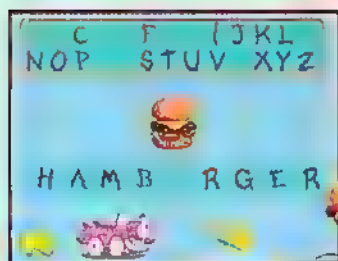
Sierra On-Line  
P.O. Box 485  
Coarsegold, CA 93614  
(800) 326 6654  
Circle Inquiry #183

over and over again, but for those times when they can't use the computer, Sierra has packaged a working compass and a genuine picture book version with the software. Kids won't have to leave Slater and Charlie behind — even when they go camping.

— Virginia Soper

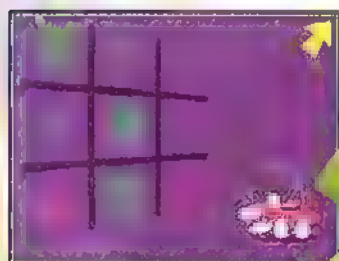
# PUTT-PUTT'S

Everyone's favorite little car is back, **FUN PACK**  
and this time he's playing games.



Whether an advanced speller, or just learning the ABC's, this game has a level for everyone.

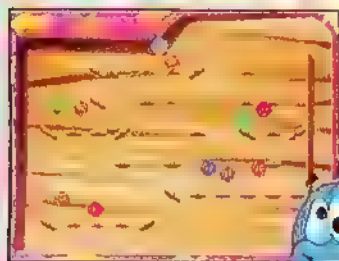
- Select from four different skill levels
- Practice matching and pattern recognition
- Sharpen letter and spelling skills
- Develop logic and spatial relationship abilities
- Designed for ages 3 - 8
- Have a lot of fun!



Relax and play a game of Tic-Tac-Toe. Putt-Putt's a whiz at the hardest level.



Step right up! Six different circus puzzles are just a click away.



Create your own pinball machine, and play away!



King me! Putt-Putt's a patient teacher who's always ready to play again.



Practice memory and pattern recognition skills. Putt-Putt provides plenty of support and encouragement.



Humongous Entertainment™ Creating software that doesn't underestimate your child Available on Disk or CD-ROM for Macintosh and IBM PC systems. SRP \$39.95. To purchase, visit your favorite software retailer or order direct from Humongous Entertainment, 13110 NE 177th Pl. Box 180, Woodinville, Wa. 98072. (206) 485-1212.

Circle Reader Service #166



## Sir AddaLot's Math Adventure

Under the guise of battling dragons, this educational game helps students master number skills and basic math equations.

Each of the game's levels displays 16 squares, each with an addition, subtraction, multiplication, or division problem. The player must solve the equations to advance inside each of 25 castles to save them from Scorch, the dragon.

An added incentive is a picturesque moat, which players create as they successfully progress through the levels. At the end of each level, players select an item to place in the moat. It can be a fish, plant, sea creature or treasure, depending on the level. Animated sequences, such as swimming fish, enliven the moat.

*Sir AddaLot's Math Adventure* includes an activity book keyed to the game that players can use without being at the computer. The activities include coloring, word searches and puzzles. Answers are in the back of the book.

Parents and older children can easily set up the game using the Options Menu.

Younger players will need assistance. The Options Menu controls the speed, sound, high score display and mouse. Game settings also control the difficulty

level. These range from practice to level five, the hardest.

While not as glamorous or as technically stable as some other math programs, *Sir AddaLot's* under-\$20 price tag makes it appealing to parents looking for a basic math drill program.

— Jack Germain



### Sir AddaLot's Math Adventure

**Price:** \$19.95

**In Brief:** A simple math drill program for basic number skills.

**Requirements:** IBM compatible (386 or better) with 640K RAM; VGA display; hard disk with 2.1MB free space; DOS 3.3 or higher

**Audio Support:** AdLib, Sound Blaster; Disney Sound Source; Audio Pro, Roland MT32; and compatible sound devices

**For Ages:** 6 to 12

Landmark Solutions  
P.O. Box 80520  
Fort Wayne, IN 46898-0520  
(800) 543-7947  
Circle Inquiry #184

## Mighty Draw

From the time they start teething on car keys to the day they drive off to college, kids get a special sense of satisfaction from mastering adult tools. A good paint and draw program can put them in the driver's seat when it comes to using the computer. Abracadata has designed *Mighty Draw* with the whole family in mind.

Steady-handed preschoolers can use the line and sketch tools to scribble in one color and watch while a second color fills in the outlines they've drawn. Since choices of colors and line breadth must be preset from the menu bar at the top of the screen, they'll need some help from their parents. Young kids will also enjoy

I like the blue ones.

I like the red ones.

How can you  
at any moment  
the earth just  
Pachycephalosaurus

typing with the program's text feature, especially in 30 point boldface.

School-age children will enjoy exploring *Mighty Draw*'s symbol libraries, choosing images to embellish their creations. These older kids can also make more sophisticated use of the line and



**Mighty Draw**

**Price:** \$49.95

**In Brief:** A general purpose graphics and drawing program for kids and adults

**Requirements:** IBM or compatible with 640K RAM; Hercules monochrome, CGA, EGA or VGA display; hard disk.

**Other Versions:** Windows (\$59.95), Macintosh (\$49.95)

Abracadabra  
P.O. Box 2440  
Eugene, OR 97402  
(503) 342-3030  
Circle Inquiry #185

shape tools. They may enjoy making their own sets of flash cards for school and matching games just for fun.

Adolescents should be able to master all the functions that *Mighty Draw* can perform. The scholars among them will appreciate the professional touch that pie charts, bar graphs, and column charts can give their science reports. Come Valentine's Day, young lovers can turn the computer into a private printing press, creating personalized greeting cards. If they're asked nicely, the teens might even help Dad lay out those genealogy charts he promised for the family reunion.

While *Mighty Draw* is certainly not ideal for very young children or professional artists, it's a good all purpose art program that should serve kids for many years.

— Virginia Soper

## Stickybear's Early Learning Activities

What do little kids want to be when they grow up? Bigger kids, of course.

And what do big kids have that little kids covet? An education — believe it or not.

Stickybear has a new program for those young learners. In *Stickybear's Early Learning Activities*, he'll guide them through a clutch of pre-math and pre-reading activities that will hone their cognitive skills. All six games have free play and directed activities in English and Spanish. That's 24 ways to learn and have fun.

For each game, the screen is divided into two parts. The upper register is a picture window into Stickybear's animated world. The lower third always displays the buttons that allow the kids to navigate the game. In the Alphabet and Counting activities and the free play mode of the Opposites game, this register contains the buttons children use to indicate their choices. In the Shapes game, this panel has a shapes scorecard that shows which shapes have been located and which are yet to be found. In the Colors and Shapes games and the structured mode of the Opposites activity, children click on the pictures to make their choices. At the top of the screen is a small box kids can select to

two bother with such trivial matters when an asteroid the size of Cleveland could hit like the one that is said to have eliminated the saurus species of the late Cretaceous period.

Deep beneath surface pleasures like throwing dirt and eating paste, in every child there lurks a desire to find out the function of those vertical tailplates on a Stegosaurus. That's where Knowledge Adventure comes in. With our full-

motion video, lifelike illustrations, and stunning sounds and music, your child can find out how and where dinosaurs lived, ate, fought, and disappeared. And it's available on disks or CD-ROM for the PC or Mac. Your child may find this so inspirational that he'll stop eating paste. And switch to catfood.



For more info call:  
(800) 4-MY-DINO



**Knowledge Adventure™**

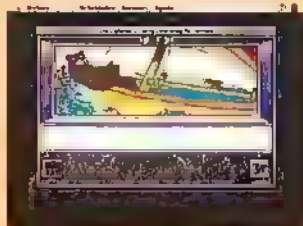
**KIDS WILL BE KIDS. YOURS WILL BE THE SMART ONES.**

Circle Reader Service #153



switch from free play to structured games and back again.

Stickybear is at his very best in the Counting activity, during free play. Kids can choose a number for the program to count out. Then they can raise or lower the ante by clicking the up or down buttons. Three bunnies can add up to nine even faster than, well, bunnies. To add to the fun, there's no telling which cartoon Sticky will choose to represent the chosen numeral. Youngsters have an added incentive to play longer and explore more numbers, hoping to catch their favorite characters in action.



**Stickybear's Early Learning Activities**

**Price:** \$59.95

**In Brief:** Very young learners can explore six pre-math and pre-reading concepts in either English or Spanish.

**Requirements:** Macintosh with 2MB RAM (System 6.0.7) or 4MB RAM (System 7); 256 color display; hard disk.

**Audio Support:** Optional recording capability with System 7.

**For Ages:** 2 to 6

Optimum Resource  
5 Hitech Lane  
Hilton Head Island, SC 29926  
(800) 327-8008  
**Circle Inquiry #186**

The weakest game is Opposites. The concept itself is hard to illustrate, and the problem is compounded, in free play, by the mouse. Impatient clickers aren't going to appreciate the difference between *go* and *stop*, for instance. And with the inevitable time lag that occurs while the computer loads animated scenes, a quick clicking youngster may end up believing that a *bajo* means *up high*.

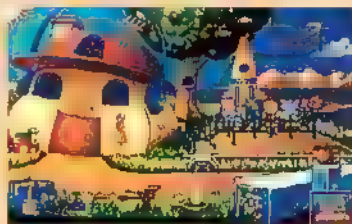
Stickybear gives youngsters broad control over the pace and responsiveness of the program. The exception is the choice between English and Spanish. Mom or dad will have to help out there. No matter which language the kids are using, Stickybear's right at home. In the world of early learning software, it's difficult to find anyone who does it better.

— Virginia Soper

## A.J.'s World of Discovery

Any parent looking for a way to sneak a few basic math or reading skills in with their child's standard fare of video games will be pleased to discover *A.J.'s World of Discovery*, where candy rewards grow on trees and a character named A.J. provides all the mechanical guidance most four to seven-year-olds will need. But don't wander too far from the computer, as A.J.'s no substitute for an observant parent.

The main program consists of ten activities, two of which are designed to build early reading skills. The Writing Game is a simple typing tutorial reinforcing spelling and sentence completion skills, and the Picture-Maker involves matching words to pictures to create either a country landscape or a scene from outer space.



**A.J.'s World of Discovery**

**Price:** \$49.95; Lesson Disks: \$19.95 each

**In Brief:** An interactive series of game-oriented exercises designed to build early math and language skills.

**Requirements:** IBM compatible with 640K RAM; VGA display; hard disk with 6MB free space; mouse

**Audio Support:** AdLib, Pro Audio Spectrum; Sound Blaster, Sound Blaster Pro, Thunderboard and compatible sound devices

**For Ages:** 4-7

Bright Star/Sierra On-Line  
P.O. Box 485  
Coarsegold, CA 93614  
(800) 326-6654  
**Circle Inquiry #187**

The remaining activities include a computerized version of Mr. Potato Head, a racetrack, an electronic coloring book, a paddle ball game, and a jigsaw puzzle. There are also examples from four Math and Language Lesson Disks, which are sold separately. These additional Lesson Disks each contain 15 activities similar in format to the Writing Game and the Picture-Maker.

*A.J.'s World* can help to build math and language skills if the child finds the

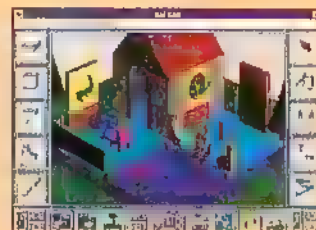
exercises entertaining. Most of the program's educational content comes on the Lesson Disks. Parents seeking to help their kids develop these skills should choose a Lesson Disk carefully, and plan on purchasing it soon.

— Tommi A. Traia-Griffin

## Kid CAD

Imagine your kids building a house, castle or fort with electronic building blocks; decorating it with bubble gum or ice cream cone wallpaper, supplying furniture and pets (dinosaurs are optional) — all in three dimensions on the computer screen. Then imagine them demolishing what they've built with lasers, bubbles or lawnmowers. And think of no mess or clutter to clean up afterward!

*Kid CAD* is the real thing, not imaginary. It's an electronic building kit with all the features and capabilities of a real CAD (computer-aided design) program, but scaled for kids.



**Kid CAD**

**Price:** \$49.95

**In Brief:** A 3-D building kit with grown-up features and just-for-kids fun.

**Requirements:** IBM compatible (386 or better) with 4MB RAM; VGA or SVGA display; hard disk with 10MB free space; mouse, Windows 3.1.

**Audio Support:** Sound Blaster and compatible sound devices

**For Ages:** 7 and up

Davidson & Associates  
P.O. Box 2961  
Torrance, CA 90509  
(800) 545-7677  
**Circle Inquiry #188**

The program opens to an animated panorama of a farm, town or city setting. Kids will enjoy clicking on horses that whinny and windmills that spin, as well as discovering the many other interactive features of these first screens. They can then choose whether to build in a city, town or farm. First-time engineers may want to look at one of the sample files, which include houses, mazes, ten-





# PAINT UP A STORM

## Or a stork

Or stretch your imagination with PaintPower. This easy-to-use graphics tool gives you the versatility and creative latitude of programs costing 2 or 3 times more.

If you've ever considered painting or drawing with your PC, PaintPower is the program you've been waiting for. It gives you the power to paint, color, sketch and trace—adding textures, shadings, patterns and other "special effects" previously found only in the most expensive paint programs.

PaintPower was designed for easy access by aspiring artists of all ages. It's a creative playground for the younger set and an electronic "studio" for the art student or at-home artist.

### Learning By Doing

From the moment you install PaintPower, the program's on-screen Help windows explain every option in clear, jargon-free language. Right from the start you learn by doing—choosing and using the many creative tools at your fingertips.

Start by selecting from a palette of 256 colors. Then choose a brush tool or line-creating tool from the Tool Bar and begin freehand painting. As you proceed, the screen displays your drawing board, painting tools and Color Palette.



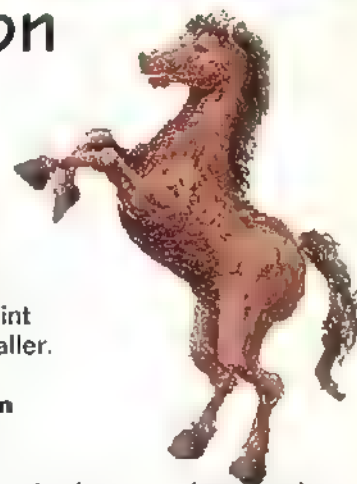
## Or a stallion

You can modify your work as you go—manipulating the image with powerful tools that let you cut and paste; fill areas with colors or patterns; shade and blend; or zoom in for detailed touch-up. When you're ready to look at a hard copy of your work, you can print it in screen-size, larger or smaller.

### One Up On The Cave Man

PaintPower also contains an extensive library of clip art, background art, curves, geometric shapes and type styles for text. You can import images from other programs, including most popular graphics files (PCX, GIF, TIFF). And export to other graphics programs, such as our new PrintPower Pro Plus.

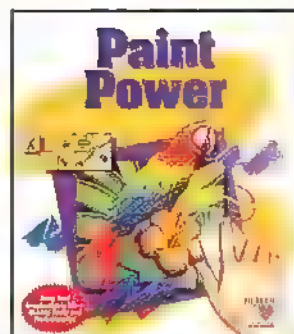
Every artist since the cave man has developed artistic skills by constantly experimenting. The beauty of PaintPower is the way it lets you try different brushstrokes, colors, shadings and patterns—until you arrive at your best creative expression. So before you know it, you're painting up a storm.



---

## HI TECH EXPRESSIONS

Available at your local Software Retailer  
to order call 1 (800) 447 6543 MC/VISA/AMEX





nis courts, checkerboards and other layouts and creations. Each of the samples can be modified.

Kids can start their buildings from the ground up, or chose from a set of ten prefab structures (houses, mansions, farm buildings, apartment buildings). They can select from complete foundations or use building blocks that snap into place. Windows, doors, yards, and other objects are available simply by clicking on the item and dragging it to the building site.

Once the outside is built, kids can zoom in to work on the interior. The program supplies a huge variety of paints, textures, people, plants and animals, all geared toward kids. Building tools allow kids to easily erase, move, copy, link, unlink, rotate or hide objects with the simple click of a button. With the program's multiview capabilities, pint-sized engineers can also pan the entire scene in four different directions, zoom out, rotate the camera 180 degrees or tilt the camera to see the design from a bird's-eye or ground-level view. These are all important components in grasping the concept of spatial relationships.

*Kid CAD* is a very sophisticated program, and demands a lot from the computer. A complex drawing may take a few minutes to redraw, but it is well worth the wait. Small changes (like switching pets from dogs to dinosaurs) are handled immediately. Davidson has put a tremendous amount of thought into designing a product that not only spurs creativity, but is sophisticated enough to meet the demands of budding architects or engineers.

— Felicia Donovan

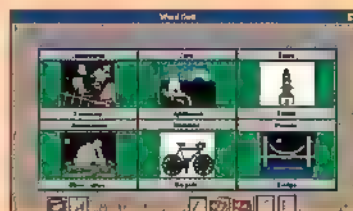
## EZLanguage for Windows: Spanish and Japanese

Both parents and kids will have a blast learning foreign languages with these programs that will replace those headphones and language lab tapes. The programs do not teach language basics, such as verb tenses and conjugations, but rather teach the vocabulary and phrases needed for travel to foreign countries. The EZLanguage series is designed as multimedia software, but doesn't require a CD-ROM drive. Each program will occupy about 8MB of hard disk space.

The introductory menu screen offers eight areas of study: Basic Phrases, Ar-

rival, Eating Out, Shopping, Sightseeing, Hotel, Public Services, and Sports. Each lesson starts with panels of simple words, shown with a drawing that suggests the word. The English word is written below the picture, the target language word is above. Either can be hidden with the click of the mouse.

Click on the picture or the written words to hear a native speaker pronounce the word. A good strategy for students is to hide the target language word, read the English equivalent, then listen to the native speaker say the word. Then, display the words in the target language to complete the learning process.



### EZLanguage for Windows

**Price:** \$49.95 each

**In Brief:** This enjoyable multimedia drill program teaches common Spanish, French, German, Italian, Russian, or Japanese words and phrases. (Each language sold separately.)

**Requirements:** IBM compatible with 2MB RAM; VGA display; hard disk; Windows 3.1 or higher.

**Audio Support:** MPC-compliant sound card required for speech, but is optional; microphone required for recording responses, also optional.

**Other Versions:** Windows CD-ROM — All six languages on a single CD-ROM disc that sells for \$99.95

Future Trends Software  
1508 Osprey Dr., Suite 103  
DeSoto, TX 75115  
(214) 224-3288  
Circle Inquiry #189

After a few eight-word panels comes a phrase drill, offering typical guidebook phrases in both languages. The phrases start with the simple (*yes, no, thank you*) and move to the more complex (*Do you take credit cards?*). The native speaker's renditions become increasingly important in this more taxing territory.

After a dozen or more drills, the program tests the student on the nouns and phrases covered in the previous lessons. The colorful drawings and sounds denoting correct and incorrect answers make the tests fun

The EZLanguage recording option is a boon for studying. Using a microphone, the computer records the learner's pronunciation of the words and phrases. Matching the student's version with the native speaker's version quickly reveals differences, allowing the student to mimic the correct accent.

Kids will enjoy the challenge of remembering the words and phrases; adults will enjoy the useful knowledge they're picking up. As long as your family is interested only in words and phrases, and can leave the formal grammar for more structured study, the EZLanguage series offer a quick path to a useful vocabulary.

— Richard O. Mann

## The San Diego Zoo Presents: The Animals!

The San Diego Zoo and its companion facility, the Wild Animal Park, are renowned as one of the world's finest zoo complexes, due in part to their innovative ways of displaying and teaching about animals. Now that unique style combines with computer technology to produce a multimedia zoo.



### The San Diego Zoo Presents: The Animals!

**Price:** \$99.95

**In Brief:** A multimedia visit with the San Diego Zoo's mammals, birds, and reptiles.

**Requirements:** IBM compatible with 1MB RAM; VGA display CD-ROM drive; hard disk with 2MB free space, MS-DOS 3.3 or higher, MSCDEX 2.1 or higher.

**Audio Support:** Sound Blaster, Sound Blaster Pro, Pro AudioSpectrum, or AdLib Gold 1000/2000

**Other Versions:** Windows CD-ROM (MPC compatible) — \$99.95; Macintosh CD-ROM — \$99.95.

The Software Toolworks  
60 Leveroni Ct.  
Novato, CA 94949  
(415) 883-3000  
Circle Inquiry #190



New  
Printpower  
Pro Plus gives  
you more print power  
per dollar than any other  
graphic design program. It's as  
easy to use as it is to afford.  
With Printpower Pro Plus, you can tap  
into a user-friendly Help system for  
step-by-step instructions on every  
option. Soon you're designing  
and printing graphics like a pro.  
(The program supports virtually  
any popular b&w or color printer  
made.)

# MORE POWER TO YOU

## Signs, Banners, Cards etc.

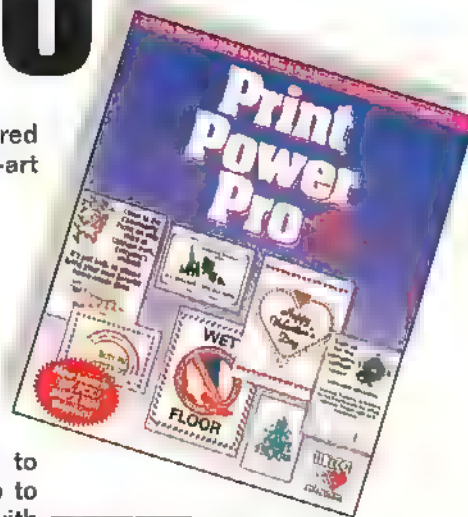
Every PC user can find dozens of  
creative and practical uses for  
Printpower Pro Plus. You'll learn quickly  
how to combine graphics, headline,  
border and text into an attractive  
professional poster up to 3 1/2 x 4 feet.  
Signs, banners and invitations are also a  
breeze to produce. Calendars—weekly,  
monthly or daily—can be customized with  
personal dates. Greeting cards can be  
designed to include individual names  
(and inserted automatically from the  
program's Database as they are printed).  
You can edit, modify and add to your  
work as you go, and save it in the  
capacious Memory Manager.

## Why Pay More For Less?

New Printpower Pro Plus turns your  
computer screen into a versatile drawing  
board, where you will soon be matching  
the work of a trained graphic

designer. Select from 100 prepared  
graphics in the program's clip-art  
library. Or import your own from  
other graphic files (PCX, LBM,  
BMP, or GIF). Use your mouse  
or arrow keys to "click and drag"  
images to the desired size,  
shape and position. Then use  
"click lines" like a T-square to  
align the elements of your  
design. When you're shopping  
for a graphics program, it's easy to  
pay more for less. But if you stop to  
compare, you'll get more for less with  
Printpower Pro Plus.

Available at your local Software Retailer or to  
order call 1 (800) 447-6543 MC/VISA/AMEX



## HI TECH EXPRESSIONS



Using more than 120 video sequences, 1,300 color photos, two hours of audio, and more than 1000 written pages, *The Animals* delivers an encyclopedic knowledge of the animal kingdom in an entertaining way. Animal lovers young and old will visit this virtual zoo over and over again with delight.

The program begins with an aerial view of the zoo park. The mouse cursor highlights program choices, which include the world's ten biomes (tundra, savanna, tropical rain forest, and seven more) and the specialty areas, which include the Kids' Corner, Tour Bus, Story Theater, and others.

Each biome exhibits the animals found in that environment, including related special exhibits. Working through the list of animals invariably leads to related topics, presentations, and exhibits that'll keep zoo visitors endlessly entertained and enlightened.

Not everything in the zoo is narrated; only selected special exhibits, movies, and introductory items are read aloud. The developers have chosen to include more animal sounds and movies than simple expository readings. This decision allows for more written material.

Special features provide thematic ways to attack the zoo's information. Kids' Corner, for example, includes a quick tour of baby animals, an animal sound quiz, and even a dinosaur exhibit.

The Tour Bus offers nine tours, including Animals in Disguise (a series about protective coloration) and Jaws, Claws, and Creature Features (a series about horns, claws, antlers, and other distinctive animal parts). The Nursery teaches, with movies and text, about caring for newborn animals in captivity. Storybook Theater tells detailed true stories about zoo happenings, such as the birth and nurturing of Gordy the Gorilla. The Center for Reproduction of Endangered Species shows an extensive series of exhibits and movies explaining the Center's work in preserving near-extinct species.

A visit to the Library provides lists of all multimedia elements in the zoo. Pictures, sounds, movies, maps, and so forth are listed for quick access.

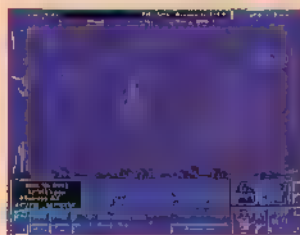
Visitors to the San Diego Zoo and Wild Animal Park never have enough time to experience everything they'd like to see. This CD-ROM title lets animal lovers revisit the Zoo time and again, to explore the far-flung, lesser-

known corners of the facility—without getting bitten.

—Richard O. Mann

## Discover Space

This computerized astronomy book and star chart lets kids and their parents set up star charts, probe the sun or the planets, retrace the history of space exploration, view deep sky objects, and fly along with comets and asteroids. The program makes good use of graphically superb animated sequences.



### Discover Space

**Price:** \$39.95

**In Brief:** An animated database of cosmological information, with a review of super power space programs.

**Requirements:** IBM compatible with 640K RAM; VGA or Super VGA display; hard disk with 7MB free space.

**Audio Support:** Sound Blaster and compatible sound devices.

Broderbund  
500 Redwood Blvd.  
Novato, CA 94948-6121  
(415) 382-4639  
Circle Inquiry #191

The best part of *Discover Space* is the section on star maps. Kids can examine the heavens with or without a skyline, set the horizon with city or country landscapes, even adjust sky brightness for light pollution. Adjustments to the view help to find objects and to zoom in or out. When kids print star charts, they can add star names and their choice of constellation outlines or mythological pictures. The planets are also plotted on the charts.

The program's section on planets lets kids and parents watch any body of our solar system rotate on its axis. The mouse can be used to fly over a planetary map to identify features. Vital statistics and unique features can be examined; wait until kids start making comparisons between the planets — the animated astronaut is a treat to watch

The Sun section also includes some interesting animation, although the solar eclipse demonstrator is flawed. During this review, the moon eclipsed the sun, then moved off in reverse. Deep Sky Objects includes photos and text, but avoids an animated stellar evolution sequence. Missing is any discussion of variable or binary stars. The program's asteroid-collision lets kids program the size and speed of an asteroid, then displays the collision's crater over a comparably sized city or state.

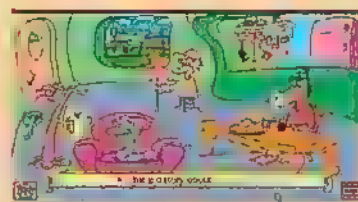
The program's remaining sections consist mostly of photographs and text. The Space Exploration section covers almost all planetary probes, even rarely mentioned ones like the Ranger and Surveyor from the sixties. Soviet, European and Chinese rockets, probes and manned space programs are covered, in addition to America's program.

Despite some flaws, kids can discover a great deal about space with *Discover Space*. Even when the rest of the program loses its glamour, the star charts will remain useful for years to come.

—Larry Krumenaker

## Bailey's Book House

This entertaining pre-reading program combines five different activities into an integrated and charming whole. Everything starts and ends at Bailey's combi-



### Bailey's Book House

**Price:** \$64.95

**In Brief:** An engaging literacy program for pre-readers.

**Requirements:** IBM compatible with 640K RAM; EGA or VGA display; hard disk, mouse.

**Audio Support:** AdLib, Sound Blaster, Disney Sound Source, and compatible devices

**For Ages:** 2-6

**Other Versions:** Macintosh (\$64.95)

Edmark  
P.O. Box 3218  
Redmond, WA 98073-3218  
(800) 426-0856  
(206) 556-8484  
Circle Inquiry #192

# Get your kids the **Hottest** New MATH game!

## Sir AddaLot's

# MATH

## Adventure

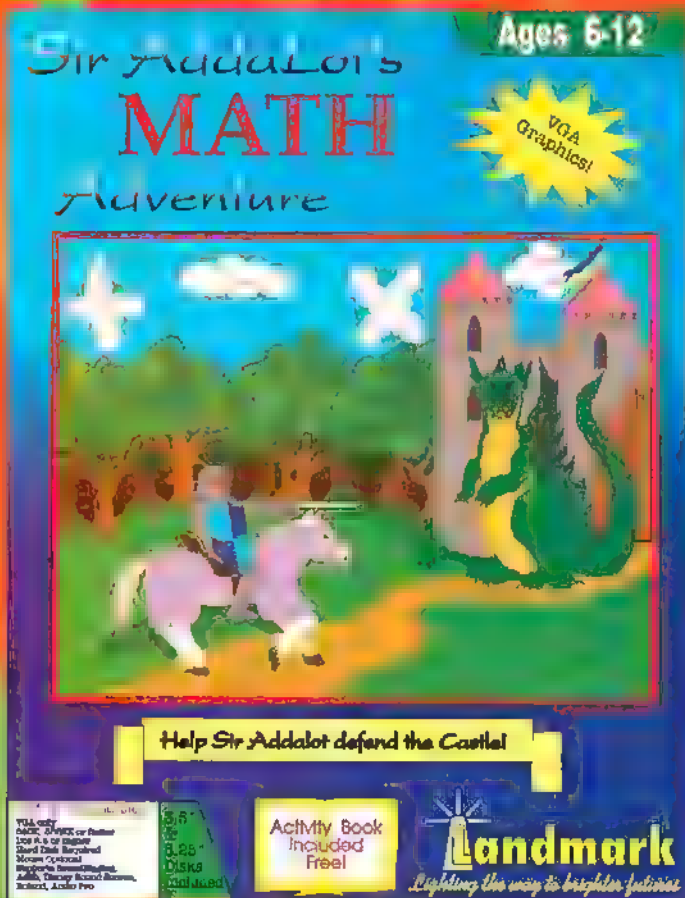
But with a retail price of only \$29.95 it  
won't burn a hole in your pocketbook!



Each of the five levels have new and  
exciting castles to explore.



Match the equations while dodging the  
fireballs in this dazzling arcade style game.



### Attention Kids

- Face the fierce Dragon, Scorch
- Help Sir AddaLot break the Castle's spell
- Create your own moat
- Track high scores for comparing with friends
- Experience 256 color animations
- Great sound effects and music

### Attention Parents

- Helps kids improve addition, subtraction, multiplication, and division skills
- Separate equation and dexterity controls allow kids of all abilities to enjoy the game
- Provides positive reinforcement
- Low price, high quality game by Landmark

**Landmark**

Visit your local Retailer or Call 1-800-543-7947 and  
receive \$10 off retail price! Dealer Inquiries Welcome.  
Requires VGA, 386SX or better, hard drive, 640K RAM.



Expanding Educational Frontiers  
Through Technology

EDUCATION

NOW A

YOU'VE SEEN 'EM IN COMPUTER SH

# FutureVision...H

STARRING THE EDUCATIONAL CURRICULUM CONSULTANTS

CD-ROM	
Aesop's Fables .....	32.00
All About Science .....	395.00
Arthur's Teacher Troubles .....	41.00
Audubon's Mammals .....	35.00
Composer Quest .....	64.50
Electronic Home Library .....	38.50
Family Choice .....	32.50
Grollier's Living Encyc .....	239.00
Just Grandma and Me .....	33.00
McMillan Dict. for Children .....	47.00
Mixed Up Mother Goose .....	35.00
Shakespeare .....	13.00
Time Table of Hist/Science .....	52.95
Where In the World is CSD .....	29.00

READING	
Mickey's ABC's .....	21.00
Mickey's Follow the Reader .....	30.00
Read-n-Roll .....	30.00
Reader Rabbit 1 .....	35.00
Reader Rabbit 2 .....	35.00
Reader Rabbit Rdy for Ltrs .....	35.00
Reading Adventures in Oz .....	35.00
Ready, Set, Read .....	30.00
Speed Reader .....	30.00
Sticky Bear Reading Comp .....	28.00
SuperSolvers: Midnight Resc .....	30.00

WRITING	
Children's Wrt/Pub .....	40.00
English Vocabulary 1 or 2 .....	32.00
Grammar Gremlins .....	30.00
Kid Works 2 .....	35.00
Stickybear Word Scramble .....	32.00
Storybook Weaver .....	32.00
Writer Rabbit 1 .....	30.00
Writing Made Easy .....	32.00

SPELLING/VOCAB	
Alphabetlocks .....	32.50
Berenstain Bears: Lm Letters .....	26.00
SuperSolvers SpellBound .....	30.00
Talking Spell it Pix .....	30.00
Talking Word Attack Plus .....	30.00
Word Munchers .....	20.00
Zug's Spelling Adventure .....	22.50

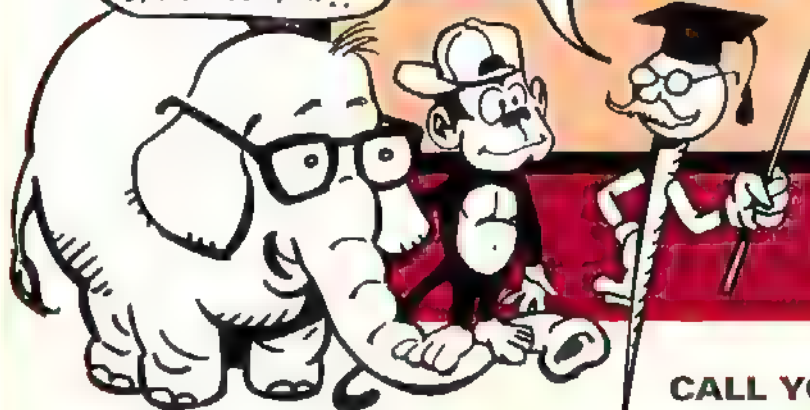
FOREIGN LANGUAGE	
English/Second Language .....	79.00
French .....	CALL
German .....	CALL
Italian .....	CALL
Japanese .....	CALL
Latin .....	119.00
Russian .....	CALL
Spanish .....	CALL

INTERDISCIPLINARY	
Amazon Trail .....	32.00
Berenstain Bears: Lmng Essnts .....	24.00
Castle/Island of Dr. Brain .....	29.00
Cuckoo Zoo .....	30.00
Discovering America .....	28.00
Eagle Eye Mysteries .....	30.00
Easy Street .....	32.00
EcoQuest 1 .....	21.00
EcoQuest 2 .....	30.00
Fairy Bear's B-day Surprise .....	30.00
Fairy Bear's World Pack .....	30.00
Fun School .....	18.00
Kid Cuts .....	26.00
Kid Desk .....	26.00
Kid Pix .....	35.00
Kid Pix Companion .....	25.00
McGee at the Fun Fair .....	32.00
Metronome Music .....	30.00
Mickey's Jigsaw Puzzle .....	21.00
Mixed Up Mother Goose .....	29.00
Mixed Up Fairy Tales .....	29.00
Mosaic Magic .....	27.00
Playroom .....	30.00
Putt Putt Joins the Parade .....	30.00
Putt Putt's Fun Pack .....	25.00
Scout's Magic Castle .....	30.00
Secret Island/Dr. Quandy .....	30.00
SimAnt .....	37.00
SimCity .....	27.00
SimLife .....	39.00
Snap Dragon .....	30.00
Snoopy's Game Club .....	26.00
StoryBook Weaver .....	30.00
Super Munchers .....	27.00
Think Quick .....	30.00
Treasure Cove .....	37.00
Treehouse .....	37.00

MATH	
AlgebraBaster 3 .....	30.00
Algebra .....	50.00
Berenstain Bears: Counting .....	25.00
Calculus .....	50.00
Math and Me .....	20.00
Math Rabbit 2.0 .....	30.00
MathBaster Mystery .....	30.00
MathBaster Plus .....	30.00
Math Magic .....	30.00
Mathology .....	30.00
Millie's Math House .....	30.00
Operation Neptune .....	30.00
Principles of Calc/Stat .....	25.00
Treasure Mathstorm .....	30.00
Treasure Mountain .....	30.00
What's My Angle Geometry .....	30.00

REFERENCE	
American Heritage Dict .....	70.00
BannerMania .....	20.00
Elementary Grade Builder .....	19.00
Elements of Style .....	40.00
Fisher Price Picture Dict .....	20.00
Grade Quick .....	50.00
Hebrew/Greek Bible .....	20.00
Junior High Grade Builder .....	19.00
Key Dictionary .....	20.00
Mario Teaches Typing .....	20.00
PC Bible Atlas .....	40.00
PC Globe 5.0 .....	40.00
Print Shop Companion .....	20.00
Print Shop Deluxe .....	40.00
Random House Encyclopedia .....	60.00
Studyware: ACT, CBEST .....	30.00
Studyware: GMAT, GRE, LSAT, SAT .....	30.00
Test Quick .....	30.00
U.S. Atlas 3.0 .....	30.00

I'M PROFESSOR PINPOINT, YOUR ESTEEMED GUIDE TO THE WORLD OF FUTURE VISION... WHERE LEARNING IS MORE EXCITING! LIKE WITH KIDWORKS 2, WHICH WILL MAKE WRITING YOUR PAPER FUN BY LETTING YOU DRAW PICTURES AND READING YOUR STORY BACK TO YOU!!



ALL PRODUCTS SOLD CARRY MANUFACTURER'S WARRANTY

#### ORDERING

- Phone orders accepted M-F from 8:00am - 5:00pm PST
- Fax orders accepted 24 hours a day 7 days a week.
- Ask for a free catalog of our complete software solutions.

- Orders over \$50 shipped FREE
- \$5.00 shipping on orders under \$50

CALL YOUR PERSONAL EDUCATION

# HEARING!

YOU'VE SEEN 'EM IN PC SOURCES!

## FOR AN EXTENDED ENGAGEMENT

A CAST OF THOUSANDS OF BLOCKBUSTER SOFTWARE TITLES!

SCIENCE	
Body Works	47.00
Dinosaur Adventure	30.00
Enigmas	32.50
Fish	36.00
Incredible Machine	36.00
Knowledge Adventure	36.00
Life and Death 1	25.00
Life and Death 2	36.00
Operation Wildlife	36.00
Principles of Biology	
Chemistry, Physics	25.00
Science Adventure	36.00
Space Adventure	36.00
Turbo Science	29.00
Where in Space is CSB	46.00
Who Keeper	37.00

SOCIAL STUDIES	
EarthQuest	36.00
First Secret/Hamforest	32.00
First Tribe	26.00
Magical's World Geography	26.00
Oregon Trail Deluxe	36.00
Pepper's Adventure in Time	32.00
See the U.S.A. New Quiz	26.00
Time Riders/Amer. History	36.00
Time Treks	36.00
U.S. Government	15.00
U.S. History 1 & 2	22.00
U.S. Presidents	32.00
Where in America's Past	34.00
Where in Europe CSD	29.00
Where in Time CSD	29.00
Where in USA CSD	29.00
Where in USA CSD - Dix.	45.00
Where in World CSD	29.00
Where in World CSD - Dix	45.00

GAMES	
Aces Over Europe	42.00
AD&D Unlimited Adventure	36.00
Alone in the Dark	36.00
Betrayal at Krondor	39.00
Caesar	39.00
Civilization MPE	47.00
Clash of Steel	36.00
Conquered Kingdoms	36.00
Dark Side of Xeen	41.00
Day of the Tentacle	36.00
Empire Deluxe	35.00
Eric the Unready	35.00
Eyes of the Beholder III	45.00
Flashback	32.00
Frontpage Football	39.00
Goblins II	25.00
Iron Helix	49.00
Lemmings II	35.00
Pirates Cold	42.00
Police Quest IV	40.00
Populus I	36.00
Powermancer	32.00
Privateer	52.00
Protostar	36.00
Railroad Tycoon Deluxe	49.00
Rome	32.00
Seven Cities of Gold 2	36.00
Space Quest 5	39.50
Star Control 2	34.50
Star Trek 25th	35.00
Strike Commander	47.00
Stronghold	42.00
Synjicate	37.00
Tornado	47.00
Ultima VI (Part 1 or 2)	47.00
Ultrabots	35.00
X-Wing	39.50

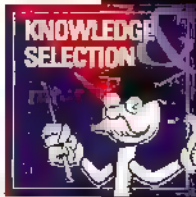
WINDOWS	
Alge-Blaster 3	32.50
Alpha Blocks	28.75
American Heritage Diet	72.00
Battle Chess	31.00
Calculus	58.50
Capitalist Pig	36.00
Casino Game Pack	36.00
Chessmaster 3000	36.00
Conquer & Divide	42.00
Freddy Pharkas	41.00
French - German - Hebrew	
Italian - Japanese - Russian	45.50
Hoyle's Classic Card Games	31.00
Incredible Machine	32.00
Kid CAD	32.50
Kid Pix	36.00
Knowledge Adventure	47.00
Mavis Beacon Typing 2.0	39.00
Monopoly Deluxe	36.00
New A+ English Grammar 1	29.25
New A+ English Grammar 2	29.25
New A+ English Vocab 1	29.25
New A+ English Vocab 2	29.25
New A+ Science 1	29.25
New A+ Science 2	29.25
New A+ Science 3	29.25
New Math Blaster Plus	39.00
Omar Sheif on Bridge	31.00
Picture It: French	45.50
Picture It: German	45.50
Picture It: Italian	45.50
Picture It: Spanish	45.50
Prince of Persia 2	41.00
Random House Encyclopedia	59.00
Ready, Set Read	32.50
Risk	30.00
Scrabble Deluxe	30.00
Second Car Dict	34.00
Shadowgate	32.00
SimArt	39.00
SimCity	32.50
SimEarth	46.75
SimLife	45.50
Solitaire	30.00
Spaceward Ho	38.00
Spanish	45.50
Super Tetris	30.00
Take a Break Crossword	30.00
Take a Break Pinball	30.00
Tetris Classic	27.00
U.S. Atlas 3.0	52.00
Vocabulary	45.50
Where in Space is CSD	46.00
World Finder Thesaurus	42.00

I'LL MEET OR BEAT ANY NATIONALLY ADVERTISED PRICE! TRANSPORT YOURSELF TO MY PALS AT FUTURE-VISION BY DIALING 800-995-4661.



We FutureVision, in order to form a more perfect union with our corporate, institutional, reseller and end-user customers do hereby dedicate ourselves to ensuring your right to:

- I. Hassle-free service.
- II. A dedicated educational software specialist.
- III. The largest selection of Mac, Windows, DOS and CD-ROM based education software.
- IV. The best price.
- V. Complete satisfaction with your product and service.
- VI. Receive your order when you expect it.
- VII. Be free from automated telephone attendants.



ALL WARRANTIES AND DOCUMENTATION!  
 \* No surcharge for Visa or MasterCard orders.  
 \* C.O.D. orders welcome with a \$5.00 charge.  
 \* School, government and corporate purchase orders accepted.

INTERNATIONAL CUSTOMERS:  
 Voice-408-370-4660 - Fax-408-370-8466

# 1.800.995.4661

Circle Reader Service #70

CURRICULUM CONSULTANT TODAY!

FAX-1.800.995.4669



nation living room, library and work-room. Kids start by clicking on Bailey, who is quietly sitting in his favorite chair reading a book. He introduces himself, then invites kids to play in his book house.

The program's typewriter game introduces the keyboard to very young users. In the divergent (many correct answers) mode, a click on any letter will result in a cute animation. In the convergent mode, kids must find a particular letter on the keyboard. Tabitha the giraffe will help if kids have trouble finding the right key.

The Edmo & Houdini activity invites youngsters to play with position words like *in*, *behind* and *on*. In the Read A-Rhyme game, kids get to finish five different Mother Goose rhymes in silly ways.

There are also two printer related activities: Kid Cards and Make-A-Story. Children use Kid Cards to create cards (what else?); in Make-A-Story, kids can design a storybook with multiple-choice endings, using their own illustrations.

Adults can modify the program to suit individual children. Just about everything can be controlled, from the layout

of the keyboard in the Typewriter game to the kind of printout Make-A-Story produces.

*Bailey's Book House* combines the best of educational theory with a loving attention to detail and an engaging presentation. Kids will be completely enchanted by the warm voice and attractive graphics. This one is a real winner.

— Leslie Elser

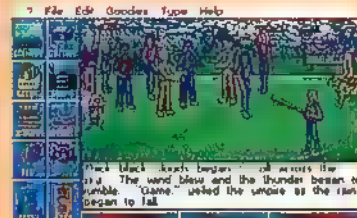
## My Own Stories

*My Own Stories* is an excellent way to motivate reluctant writers or introduce children to the magic of desktop publishing. It features an extremely easy to use interface consisting of menus, buttons and icons. Even children with reading difficulties can use the program. All the stories are based on real experiences, and set in real locales that kids can identify with.

To make a personal storybook, kids first create a Title Page, which can contain information like the story title and author, and be decorated with a colorful border. Next, kids put together the pages of the story. Each page can contain

just text, or an illustration with a few lines of writing below.

Creating the illustrations is an especially motivating experience for children. Scenery is made by mixing or matching background and foreground



### My Own Stories

Price: \$49.95

**In Brief:** Children can create their own illustrated story books

**Requirements:** IBM compatible (386 or better) with 1MB RAM, VGA display; hard disk, mouse.

**Audio Support:** AdLib Sound Blaster and compatible sound devices.

**For Ages:** 8 to 14

**Other Versions:** Macintosh (\$49.95)

MECC

6160 Summit Drive North  
Minneapolis, MN 55430-4003  
(612) 569-1500

Circle Inquiry #193



## Memoirs for Windows

Memoirs is an electronic diary with a twist. Of course, you can make daily entries into your diary (throw away all those you have stacked in the closet, and store it on a single disk.) There is also a Photo Gallery where you can view your favorite pictures, print the gallery, even store information pertaining to the person or add a funny caption just below. With Memoirs you can search for a key word, name or date and print a specific entry or all entries.

Forget about buying a new diary each year, Memoirs stores up to 5 years. The whole family can use Memoirs, each person can enter their information and it will be password protected. Memoirs graphical no fuss interface makes the program easy and fun to use

We're expecting!! Join us in welcoming a new addition to our family of products.....



Athena Software, Inc.  
986 NE 79th Street Tele: (305) 881 6356  
Miami, Florida 33138 FAX: (305) 758-1803  
Educational Home Entertainment Productivity Tools



## Mother's Little Helper for Windows

An electronic baby book from the time you find out that you're expecting through age 4. Featuring a 9 month term calendar which advises you of the trimester, symptoms and even displays beautiful photos to show you how the baby is developing. In addition, it also contains a family tree, Nanny Application, Shower Guest List, Shower Registry, Medical Records for Mom and Baby, Birth Announcements, Family Photo Album, over 2,000 baby names and their meanings, plus much much more... Coming Soon, Mother's Little Helper — The School Years

Memoirs: Retail Price: \$34.95

Mother's Little Helper: Retail Price: \$44.95

Due Date: June 1st, 1993



Microsoft Windows™ 3.1  
Compatible Products

Circle Reader Service #140

# ALIENS ATE MY BABYSITTER!



Explore the depths of Fribbulus Xar in search of your baby sitter!



Journey through dangerous, yet beautiful alien territory!



Discover the secrets of the alien machinery to aid you in your quest!



Battle horrible aliens and elude clever traps on the alien base!

The arcade adventure hit of the year! Aliens Ate My Baby Sitter features breakthrough graphics technology that beats anything you've seen before!

Travel through beautiful, but dangerous alien territory, discovering weird and wonderful new creatures. Can you solve the puzzles and locate the treasure that leads to Molly?

Fantastic animation and breathtaking music make this fun and exciting adventure the best in its class.

- ◆ 360° VGA Full Screen Smooth Scrolling
- ◆ Original Sound Track and Sound Effects for Sound Blaster & AdLib
- ◆ Multiple Play Levels... Fun for the Whole Family!
- ◆ Arcade Quality Action & Cinematic Sequences
- ◆ Special Challenges for Advanced Players

Circle Reader Service #147

"The best game I've seen on a PC!"

"Amazing graphics..."

"This game is positively addictive!"

"Great puzzles... terrific humor..."

**FormGen**  
CORPORATION

FormGen Corporation P.O. Box 279 North Andover, MA USA 01845-0279 (416) 857-4141 (800) 263-2390



# "COMPUTER TOOTER®" Pal T-SHIRTS



CODE #001 APPLE



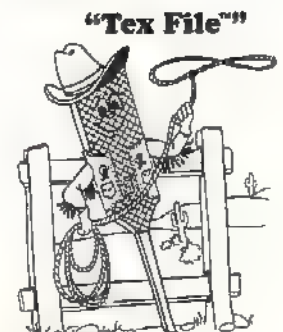
CODE #002 FLOPP



CODE #003 UFEE



CODE #004 NAST



CODE #005 TEX



CODE #006 QUOT

## ORDER FORM

CODE #	SIZES						QTY	CHILD T-SHIRT \$12.95 EA.	ADULT T-SHIRT \$14.95 EA.	SUB-TOTALS
	CHILD			ADULT						
	S	M	L	M	L	XL				
001 APPLE										
002 FLOPP										
003 UFEE										
004 NAST										
005 TEX										
006 QUOT										
QTY TOTALS										

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY/TOWN \_\_\_\_\_ STATE \_\_\_\_\_ ZIP \_\_\_\_\_

PHONE \_\_\_\_\_

NYS TAX % \$ \_\_\_\_\_

POSTAGE & HANDLING (See chart below) \$ \_\_\_\_\_

TOTAL \$ \_\_\_\_\_

POSTAGE & HANDLING

Totals Of	Add
Up to \$25.00	\$2.50
\$25.01 to \$50.00	\$3.50
\$50.01 to \$75.00	\$5.50
Over \$75.00	\$6.50

CK80 Send check or money order for the total amount to:  
"COMPUTER TOOTER®" Pals, East Market St., P.O. Box 2030, Hyde Park, N.Y. 12538-2034,  
Tel. 1-800-358-3846.

EACH CARTOON CHARACTER IS PRINTED IN FULL COLOR.

© 1983, Dr. ERL



scenes. For example, children can choose a highway picture for the foreground and mountain peaks for the background. The computer automatically combines the two images to create a landscape.

Once the scenery has been selected, children can place objects on top (more than 500 different objects are available in several categories). Objects can be edited in several ways, including changing the skin and clothing color on the child and adult figures. Objects can be resized, flipped horizontally, and placed on top of each other.

Once the scenery is complete, the writing begins. The lower portion of the screen can contain several lines of text. Kids can switch between font styles to enliven their publishing efforts. The entire book can be edited by inserting, deleting, copying, and swapping pages.

An excellent feature of the program provides proper spelling for each of the objects in the scene. For example, when a child is writing a story, he or she can select the object and click on a spell button. The software inserts the name of the object into the story.

Integrated music and sound capabilities add life to electronic storybooks. Books can also be published in traditional fashion, on paper.

*My Own Stories* is a powerful learning tool allowing children to write about their own experiences. The illustrations make wonderful story-starters for reluctant writers, and can help any youngster with the writing process.

—Gerald Crisci

## Ready, Set, Read

There once was a princess who turned to her toy chimpanzee and jack-in-the-box for help in learning to read. Jack and Bananas succeeded so well that now they're applying for tutoring work on your home computer. Parents might remember the pair's first effort, called *Alphabet Blocks*.

In their latest appearance, *Ready, Set, Read*, this whimsical teaching team presents six drill-and-practice exercises that sharpen skills in sound, letter, and word recognition, give practice in alphabetizing and rhyming, and teach syntax. Jack and Bananas greet kids right at the start, in a hallway, in front of six doors. The aspiring reader chooses any door, and the game begins.



## Ready, Set, Read

Price: \$49.95

**In Brief:** Bananas the chimp and his pal Jack in-the-Box coach youngsters through six phonics games.

**Requirements:** IBM compatible (386SX or better) with 4MB RAM, VGA display, hard disk, Windows 3.1 or higher.

**Audio Support:** Sound Blaster and compatible sound devices.

**For Ages:** 4 to 7

**Other Versions:** Macintosh (\$49.95)

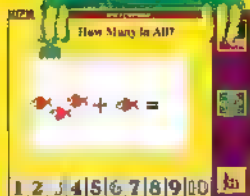
Brightstar/Sierra On-Line  
P.O. Box 485  
Coarsegold, CA 93614  
(800) 326-6654  
Circle Inquiry #194



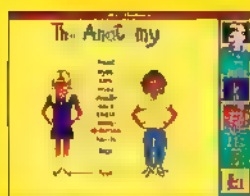
# ALLIE'S PLAYHOUSE MAKES LEARNING FUN!

**Your Child Will Love Allie's Playhouse.™**

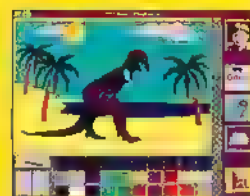
Written in conjunction with a team of educators from both the Montessori and Public School Systems, Allie's Playhouse adheres to important early learning curriculum guidelines. No more of the old computer "blip" sounds and "robot" voices... Allie's Playhouse fully utilizes multimedia-rich voices of actual children as narrators and characters, CD quality music, singing and more...



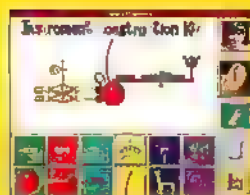
Children learn about counting with 4 different activities.



Children will learn to identify certain parts of their bodies.



A "multimedia" coloring book especially designed for kids.



Kids love to construct and play their own musical instrument.



Your child will love to learn and explore with Allie, the cute little alien friend who serves as the guide to countless hours of valuable educational activities.



Kids learn the alphabet and spelling and hear letters and words pronounced.



Kids can play and record their own music.



Kids learn about continents and how to identify them.



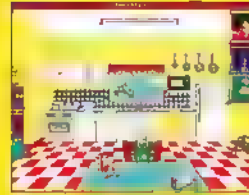
Mr. Clock and "Digi" teach children how to tell time.



Children learn about animals and hear and identify them.



16 nursery rhymes for kids to join in and sing along with.



In the kitchen, kids build sound and object recognition skills.



Kids learn about our solar system and how to identify the planets.



**Opcode Interactive™**  
3950 Fabian Way, Suite 100  
Palo Alto, CA 94303

Allie's Playhouse is a comprehensive collection of 16 different educational activities designed to stimulate young minds, including:

- ✓ Math/counting ✓ Alphabet/spelling ✓ Anatomy
- ✓ Telling time ✓ Astronomy ✓ Problem solving
- ✓ Geography ✓ Music and singing ✓ Art and creativity
- ✓ Perception skills And much, much more...

To order,  
visit your  
favorite software  
dealer or call  
**Opcode  
Interactive**  
at  
**415-494-1112**

**PC**  
Multimedia PC

A Windows  
CD-ROM  
Product

Allie's Playhouse is a registered trademark of Opcode Interactive. Other trademarks and product names are the property of their respective owners.

Circle Reader Service #159



Each room contains, besides one of the tutors, a chalkboard, a wall border with a decorative frieze, game equipment, and a light switch. Either Jack or Bananas explains the game, displays the game pieces, and challenges the children to click on the appropriate answer. There's no fooling around in Bananas and Jack's classes. They put their students to work immediately, and each exercise is timed.

Within this framework, the program offers lavish rewards and encouragement. Each correct answer earns praise and a banana or jack-in-the-box from the classroom frieze. Incorrect or slow responses cause options to disappear, limiting potential mistakes. Jack and Bananas are as enthusiastic about the choice of the last remaining option as they are about the quickest picks. The only way to miss out on a reward is to refuse to answer at all. If that happens, the program moves to the next problem.

After each right answer, a cartoon figure trundles across the screen. Eight right answers, each accompanied by praise, popping Jacks, zipping bananas, and cartoon antics, earns a brass band

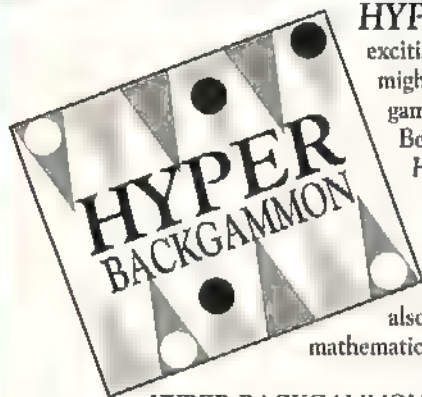
fanfare, a fireworks display, and an invitation to play again. A click on the light switch sends kids back to the hallway to choose another game. They can exit by clicking on the stop sign.

One of the nicest things about this program is that kids keep most of their rewards. Once they've earned an icon from the frieze, it's theirs to play with at the click of a mouse. The animation rewards respond to the child as well, changing their shapes and antics at the child's whim.

This feature compensates for the program's single-minded focus and the absence of any free-form discovery options. Parents, particularly those whose children have a hearing deficiency, will want to keep the tempo slow to maximize the amount of time their children can spend questioning Bananas and Jack. It is, after all, the program's faultless realism in speech that sets *Ready, Set, Read* apart from other early reading programs.

— Virginia Soper

## Not Just Another Roll Of The Dice



**HYPER-BACKGAMMON™** is an exciting, new, fast-paced, CD-ROM game that just might be the antidote for all those "other" video games that are turning your kids' brains to mush. Because, unlike any other game on the market, **HYPER-BACKGAMMON™** was programmed to calculate over 32 million different playing scenarios and is accurate to  $\pm 1\%$ . Not only does this make your opponent a formidable three checker backgammon expert, it can also teach your kids a thing or two about mathematics, probability theory, and risk management!

**HYPER-BACKGAMMON™** uses only three playing pieces a side which makes the game faster, more exciting, and much more fun than original backgammon. It also makes it a lot easier for kids (and parents!) to understand the basic mathematics behind the game, like the probability that double sixes are going to save them from a crushing defeat, or the odds that doubling the computer will lead to an unexpected increase in your score. Who knows...this game could actually help improve your kids' interest in mathematics. Heck, they might even become a World Backgammon champion.

Available at CompUSA and your local software store, or call 1-310-659-6707.



**System Requirements:** •PC or PS/2 compatible computer •CD ROM drive that supports the ISO-9660 standard, with interface card, cable, and software. •minimum 640K of RAM with 400K available. •DOS 3.1 or later. •VGA card and VGA color monitor

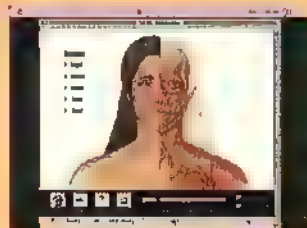
HYPER-BACKGAMMON © 1992 ARCTO, INC. All rights reserved. Distributed by ROM TIME, a division of ARCTO, INC. HYPER-BACKGAMMON and ROM TIME are trademarks. ARCTO, INC. All other trademarks are the property of their respective companies.

Circle Reader Service #160

## Mayo Clinic's Family Health Book

The *Mayo Clinic Family Health Book* is a multimedia version of the health reference book of the same name. But this isn't merely a book copied to a CD-ROM disc. The creators spent quite a bit of time developing the interface, and bringing the pictures and sounds into a seamless reference package. Be prepared to devote quite a bit of time to exploring the nooks and crannies of this software behemoth.

As a comprehensive medical index for the general public, parents can use it for reference, or let their children use the fantastic anatomy section to learn about the human body. The program's anatomy section shows a diagram of a person. A "slider" bar allows the user to "peel away" layers — from the skin, to the muscles and organs, to the bones. At any time, point-and-click on a body part for a detailed description of the part, its function and its relationship to the body as a whole.



The Mayo Clinic Family Health Book

**Price:** \$59.95

**In Brief:** A multimedia reference to health and body information, and to first aid tips.

**Requirements:** Macintosh with 4MB RAM; color display; CD-ROM drive; System 6.0.8 or higher; QuickTime extensions 1.5 or higher.

**Other Versions:** Windows CD-ROM (\$59.95)

Interactive Ventures  
1380 Corporate Center Curve #305  
Eagan, MN 55121  
(612) 686-0779  
Circle Inquiry #195

Most items in the book feature a written entry, as well as some combination of photographs or drawings, QuickTime movies and audio. As a bonus for children, the computer narrator can read aloud just about any text, be it a chapter entry or a picture caption. The narration is rendered in an easy to understand computer voice. Audio levels do vary

# No. 11 Downing Street

## IT'S A MYSTERY STORY!



### The Adventures of **Ninja Nanny & Sherlock Sheltie**

Take your new CD-ROM drive for an incredible test ride!!!  
Interactive fiction for the gifted child in us all, with the DictioPedia, NinjaNannica,  
National Enquirer for knowledge culled from university libraries, enhanced with video  
music and museum-quality clip art.

Double-Spin Version \$69.95 + s/h - requires 486 with 8MB ram & Windows 3.1  
110+ Videos & Delightful Animations!!!

Single-Spin Version (no video) \$34.95 + s/h - requires 386 with 4MB ram & Windows 3.1  
Hundreds of things to click on!!!



**Silicon / Alley**



To order, call (415) 921-0409

Copyright 1996 Interactive Novels on the Computer



**KidArt****Children's  
Creativity  
Software****typefaces**

Hot Fonts for Cool Kids!



For Windows &amp; Mac

**Kid Pix/Kid Works 2  
Enhancers**

If you like

**KID PIX**

or

**KID WORKS 2,**

you'll love 'em with

**KIDART!**

For DOS &amp; Mac

For a free brochure or  
the dealer nearest you,  
call:**IMAGER INC.**

Westfield, New Jersey

**1-800-374-2614**

(In NJ: 908 233 9155)

Circle Reader Service #151

**KIDS  
COMPUTERS**

from segment to segment, which can be slightly irritating.

The program's Image Index features a glossary of medical terms, diseases and parts of the body. Click on a glossary item — *athlete's foot*, *heart pacemaker*, *vasectomy*, for example — and you'll clearly see (sometimes grotesque) pictures (or diagrams where appropriate.) The computer narrator explains what you're seeing.

The disc also contains a first aid reference; however, don't count on consulting it in a real emergency. By the time the program loads, the victim is likely to be long past the need for first aid.

Installing the Macintosh version, reviewed here, is fairly simple. For best results, copy the main program to your hard disk. The program requires the QuickTime extensions, but those utilities are not on the CD-ROM itself. Parents can get the extensions, free, from an on-line service or from an Apple dealer.

No medical reference is without omissions, including this one. For instance, although there is information about AIDS, there isn't an illustration of HIV, the AIDS virus. But even if the Image Index, which contains a wide variety of obscure and common ailments, is not complete, the program as a whole is genuinely useful for study and reference.

— Kevin Savetz

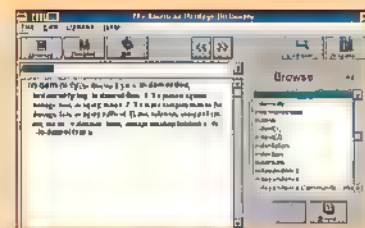
### **The Deluxe American Heritage Dictionary, 3rd Edition**

Students—and adults—think that using dictionaries is a pain. The *American Heritage* dictionary on disk relieves the agony of searching for that exact entry. The program is ideal for high school and college level work. It should be in anyone's computer who writes reports or has to use the English language intensively for work.

This electronic word database, which includes *Roget's II Thesaurus*, makes it easy to become an expert wordsmith. The combination is unbeatable. The program makes it quick and simple to look up multiple words, confirm alternate spellings, read multiple meanings and find synonyms for each alternative. It even provides a pronunciation key for each word.

One very useful feature is WordHunter. It's a reverse dictionary of sorts.

Instead of typing in a word to see its meaning, type in a definition to find words. This is a great way to build an eager student's vocabulary. By typing in two related words with parameters like "and," "not" or "or." WordHunter will find other words that have that meaning. For example, entering *trip* OR *tour* will produce *junket*.



### **The Deluxe American Heritage Dictionary, 3rd Edition**

**Price:** \$129

**In Brief:** This on-line reference tool has more than 200,000 words and a pappy search engine for alternative spellings, synonyms and definitions

**Requirements:** IBM or compatible with 4MB RAM; EGA or VGA display, 15MB hard disk space; Windows 3.1 or higher

**Other Versions:** A smaller Standard Edition requires 6MB of hard disk space. It sells for \$59.95.

Star Press/WordStar International  
201 Alameda del Prado  
P.O. Box 6113  
Novato, CA 94948  
(800) 227-5609; (415) 382-8000  
Circle Inquiry #196

Several other features give this program advantages over the print edition. One is abbreviations. Type in, for example, *CPU* to find its relationship to a computer. The biographical and geographical dictionaries are also fantastic sources. Students just type in a historical name or place to get an identification. Curious highschoolers can type in a college name to get its location. Wild card searches let students and parents use a question mark or asterisk for unknown letters — the program will compile a list of possible words.

Like the excellent print edition, the computer version includes details about a word's Indo-European roots. The Deluxe Edition also has information on word etymologies, usage notes, regional notes, world history and antonyms. The last word on this dictionary: an excellent resource for the entire family.

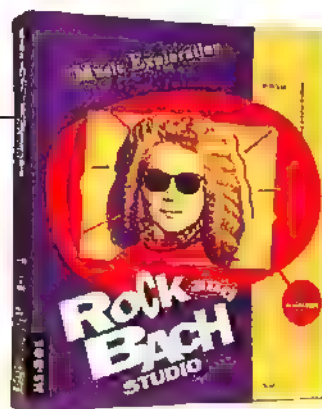
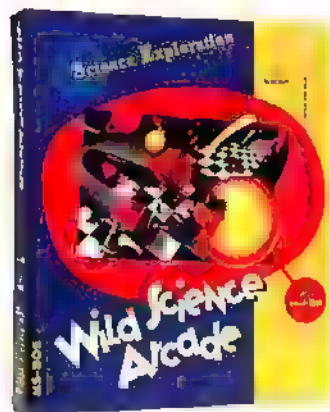
— Jack German



BINARY ZOO



# Don't just learn to play, play to learn!



Repeat the law of gravity! Create your own music video! Search for the treasures of the Smithsonian Museums!

Welcome to the Binary Zoo. The Binary Zoo lives in every child's imagination. Everyone who dreams about new ideas, who loves to explore and discover, has a home in the Binary Zoo. It's a place to play, learn and just have fun.

The Binary Zoo gives kids innovative tools to explore and expand their horizons:

**Wild Science Arcade** is a fascinating program of scientific exploration. While playing a challenging arcade game, kids gain hands-on experience with gravity, mass, friction and other scientific phenomena.

**Rock and Bach Studio** lets children of all ages learn about music. Kids compose songs, discover music history and explore harmony,

rhythm and sound. Kids can assemble their own band and make a music video.

**Mystery at the Museums** brings home the excitement and discovery of the Smithsonian Museums, while encouraging problem solving and creative thinking. Over 16 games, puzzles and activities cover a wide variety of topics including art, history, astronomy and much more.

The best way to experience the power of our software is to watch children as they explore and discover with the Binary Zoo - you'll see the magic of learning in action.

Available now for IBM<sup>®</sup> and 100<sup>™</sup> compatibles

**Binary Zoo 518-298-2740**  
**Box 3210 Champlain NY 12919-3210**

Distributed by

**Broderbund<sup>®</sup>**

Circle Reader Service #141

© 1993 Binary Zoo Software Inc. All rights reserved. All copyrights and trademarks are the property of their respective corporations.



# WANNNA PLAY?

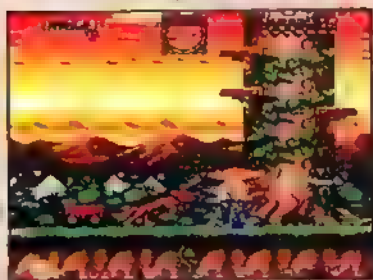
**Grab your pea-shooter—  
Mr. Wilson needs our help!**

It all started at Mr. Wilson's party when my pet turtle, George, dove into the punch bowl. Everyone went nuts: Mrs. Bloopie jumped on Mr. Campbell's back... Mr. Campbell dropped his plate on Mrs. Melarky's toe... Mrs. Melarky spilled her chicken wings on Mr. Botsworth's lap... Mr. Botsworth poured his soup on Mrs. Gaylord's canary...

Then, when no one was looking, Switchblade Sam made off with Mr. Wilson's prize coin collection. Now I gotta track down Sam and those coins...or ol' Mr. Wilson's gonna make turtle soup out of poor

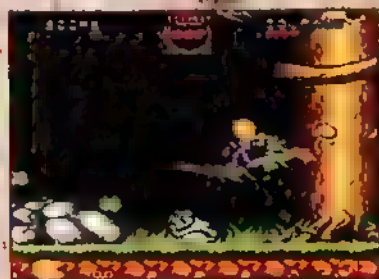
George!!!

**Based on the  
1993 Summer  
Blockbuster by  
John Hughes!**



With Ruff by your side, and your trusty squirt-gun in hand, Switchblade Sam doesn't stand a chance!

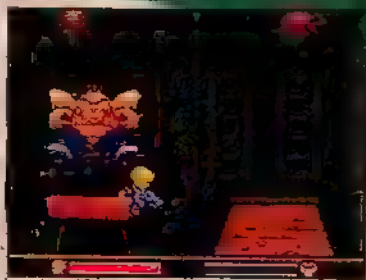
## Dennis THE MENACE



The search for Sam is on! Try the park, the school, Mr. Wilson's house and, of course, the deep, dark forest.



RECEIVE A  
**\$5 REBATE**  
When you purchase  
Warner's Home Video  
and the Video Game  
See packages for details



Load up on the ammo—and don't forget your sling-shot... Your crazy gym teacher likes to play rough!

For the  
**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

And **GAME BOY**®

Circle Reader Service #158



Ocean of America, Inc.  
1855 O'Connell Avenue  
San Jose, CA 95128  
408/954-0201





**Jemmasoft** presents

# CARTOON MANIA



Can you think of a software that is loads of fun, encourages creativity and produces a useful print-out? Probably not. However, this description does apply to a new program called CartoonMania.

CartoonMania is an easy to use software that lets you design and write your own cartoons. It contains a gallery of over 200 pieces of clip art from which you can choose sceneries, props and characters. The special graphics feature of CartoonMania enables the characters to change facial expression and body posture. To add a dimensional look to your scene, arrange and re-size the characters and props. Finish off your piece of work by writing your own dialogue. This program allows you to print your art work or save it as a TIFF, BMP or PCX file.

CartoonMania offers an endless source of entertainment by stimulating the creative side of both children and adults. Younger kids get a kick out of arranging and coloring their art work, making their own story or coloring book. Teenagers and adults will enjoy designing unique letters, greetings, invitations and posters.

CartoonMania requires a PC with DOS 3.0 or higher, VGA or EGA monitor, and a hard disk. The suggested retail price is only \$39.95. Registered users will have the opportunity to purchase additional clip art at extremely reasonable price.

Visit your local software dealer today or call (904) 483-2934 and mention CODE 20 to receive a special discount.

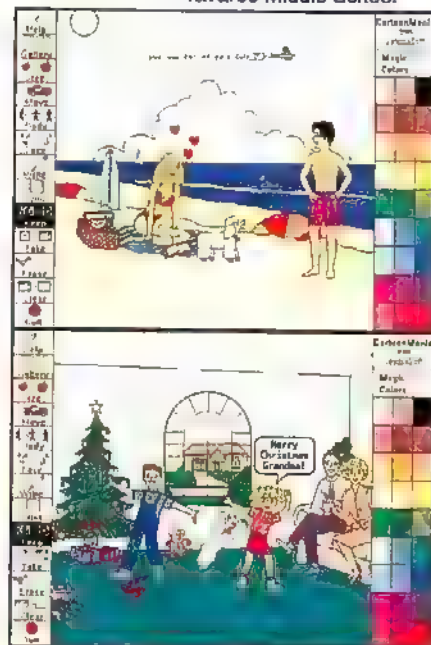
**Jemmasoft** 12505 Pine Glen Drive  
Leesburg, FL 34788

Screens taken from a VGA monitor. Jemmasoft and CartoonMania are trademarks of Jemmasoft.



*"Our 8th grade students thoroughly enjoyed working with CartoonMania. They were able to express their creativity with this software. I am impressed with the straightforward approach of this program, it's ease of application, and the finished product."*

Gary Nicholson, Principal  
Tavares Middle School





# Shareware for Kids!

Call today for our **FREE** colorful & animated disk catalog containing over 800 IBM compatible programs **JUST FOR KIDS!**

Or ask for our sample pack  
Send \$6.00 for an HD  
5.25 or 3.5 floppy filled  
with shareware for ages 3-14  
AND a copy of our catalog!

**Familyware**  
**PO Box 82747**  
**Tampa, FL 33612**

**1-800-827-KIDS**  
**1-813-933-6625**

Circle Reader Service #146

## Trick Your Kid Into Learning Math!

### Adventure LearningWare™ presents

#### Treasure Hunt Math™

"Treasure Hunt Math is a good example of how educational software can be downright fun for kids."  
—Shareware Magazine

"This is a great game, my 6-year old can multiply, level 2; my 9-year old will actually sit and do fractions!" —J. Stevenson, MD.

Includes **MathTris™**, the addictive, falling-blocks style math game!

Perfect for your kid; makes a thoughtful gift too.

- Non-stop action game featuring colorful, animated graphics and sound presents elementary math for grades 1 through 6.
- Over 1000 math facts covering addition, subtraction, multiplication, division, decimals and percents.
- Record keeping to track the student's progress and identify weak areas.
- A math problem editor to customize or add to the existing problems; this is a program your child won't outgrow.
- High score list and printing of certificates.
- School lab packs & site licenses available.

Requires IBM® PC or compatible with EGA or VGA graphics.

**\$39.95** Suggested List Price. Now, through this direct offer

**Only \$19.95 + \$2.95 postage**

(California residents add \$1.65 sales tax)

5-user lab pack **\$139.95**, Only **\$79.95**

Order with Visa/MC: (800) 829-5519, 7 days a week.

Fax (408) 224-4455. Inquiries (408) 224-5519.

Or, send check or money order to: Adventure LearningWare  
5667 Snell Ave. #236 • San Jose, CA 95123

**Our 30 day money back guarantee:**

**Your complete satisfaction or your money back.**

Circle Reader Service #139

## KIDS COMPUTERS

The screen is divided into four main parts. A picture shows the selected system. As each part's name in a list on the right side of the screen is clicked, a line jumps to show that part on the picture.

A row of menu options sits atop the screen. Each menu item offers further choices. Under this menu row is another row of icon buttons. Each button selects another mechanical system.



### Autoworks: Key to the Mechanical Mystery

Price: \$69.95

**In Brief:** Explore the world under the hood without getting your hands greasy.

**Requirements:** IBM and compatibles with 640KRAM; VGA display; hard disk.

Software Marketing  
9830 South 51st Street  
Building A-131  
Phoenix, Arizona 85044  
(602) 893-3377  
Circle Inquiry #198

The program shows each automotive system in a dual view: profile and overhead. This makes it easier to view the car's working parts in perspective. A zoom-in button enlarges the picture. As the user moves the cursor across the picture, the name of the automotive part beneath the cursor appears at the bottom of the screen.

Some of the menu items provide brief historical glimpses of the automotive industry. Other options provide animated sequences of the car's working parts and a game module—essentially a quiz.

The testing portion of *Autoworks* is the most educationally useful, as it reinforces knowledge of car parts. However, the quiz game is limited to testing memory—not very challenging. All things considered, *Autoworks* is a well-designed program that does what it sets out to do. It won't turn kids into backyard mechanics or explain the rules of the road. Those limitations give it a potentially short life span.

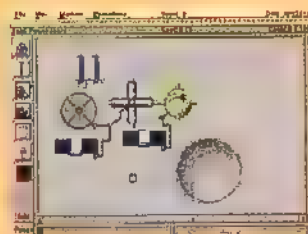
—Jack Germain

## Lunar Command

The moon is a harsh place. There's no atmosphere, no water. Harmful solar and cosmic radiation constantly zaps the surface. Temperature goes from above boiling for two weeks to hundreds of degrees below zero for two more.

But, then again, there's no place like home. *Lunar Command* is a computer simulation that allows kids to manage a lunar colony. What they don't bring to the moon, they have to make.

As base commander of this colony, the player decides what kinds of buildings are needed and how many. What labs are needed for scientific research? What about manufacturing plants? What about the fuel to power the buildings and the staff to run them? Where will those people live? They can't exactly park an RV on the lunar plains.



### Lunar Command

Price: \$59.95

**In Brief:** Manage a lunar colony in this colorful simulation.

**Requirements:** IBM compatible 386 or better with 2MB RAM; VGA display; hard disk.

**Audio Support:** Sound Blaster or compatible

Malard Software  
3207 Justin Road  
Flower Mound, TX 75028  
PHONE TK  
Circle Inquiry #199

Kids can build houses easily enough. But what about food? It costs money to import food—about \$3000 a pound. It takes money and time to build a greenhouse and grow food. Greenhouses need water. A player can get that from a mining or manufacturing operation. But that needs more power. Tradeoffs and planning are the key to maintaining a lunar colony—strategic and creative thinking combined with careful management.

In *Lunar Command*, kids have to weigh the checks and balances of management. Players have 10 years of funding to find the right combination of buildings, cut expenses, and increase



# Help Kids Key Into Computers.

**The Computer Learning Foundation.®**  
**We're here to help you.**

## **Kids are the key to America's future.**

And computers are the tools of their times. By the year 2010, virtually every job in America will require some use of technology. That means we must prepare all of our youth today to take on technology tomorrow.

## **Computers benefit children today.**

Computers can enhance children's learning and unlock their creativity. They can help children be more productive and develop better communication skills. Computers make learning come alive and create learning experiences that weren't possible before. Plus, children love using computers, so children maintain a positive attitude toward learning.

## **The Computer Learning Foundation is here to help parents and educators**

The Computer Learning Foundation is an international non-profit foundation taking the lead in computer literacy efforts. We are here to help parents and educators with the information and resources they need to help our children.

We have involved millions in discovering the benefits of technology. Our lesson plan and resource guides help parents and educators use technology with children. Our Computer Learning Month® each October is a focus for thousands of community and school programs. And we award thousands of dollars in technology products each year in our Computer Learning Month contests.

## **The Computer Learning Foundation is helping schools obtain more computers.**

In our new *Computer Learning Dollars™* program, schools\* can earn free computers, software and other technology products by saving Tetra Pak *Tetra Brik®* aseptic symbols from fruit, juice, milk and other non-carbonated drink boxes and by saving receipts from North Carolina Office Depot stores.

## **Write to us today.**

*We're here to help you.*

*Help kids key into computers.*

*You Won't Believe What You'll Achieve!*

## **For more information, write to:**



**Computer Learning Foundation**  
P.O. Box 60007, Dept KC  
Palo Alto, CA 94306-0007

\* Available only in Massachusetts, New Jersey and North Carolina during the 1993-1994 school year.

**The Computer Learning Foundation® is a non-profit educational foundation funded by corporations.**

**Corporate Partners:** Sega Youth Foundation  
Tetra Pak Inc.  
Office Depot, Inc.

**Corporate Associate:** IBM/EduQuest™

## **Principal Sponsors:**

Kids & Computers  
Microsoft Corporation  
T.H.E. Journal  
MAC Home Journal

Teaching K 8  
Curriculum Product News  
Media & Methods  
Technology & Learning



revenues from lunar products and tourism. Lunar citizens can die from mistakes. After 10 years, the money stops—the colony can only survive if it's self-sufficient.

But managing a static colony isn't the real challenge. Dealing with the unexpected is. A lunar lander crashes. A me-

teor hits a power plant. A labor strike is called. The program provides all the information needed to make decisions. Data regarding market conditions, power use and generation, heat, budget—all are available in graph or table form whenever needed. But the software can't call the shots—that's up to the player.

A short, direct user's manual is complimented by a decent 80-page space novella. The story lets players see how things can be done, or ought to be done—or how things should not be done. The story is so good one wishes it were longer.

*Lunar Command* is suited for kids in middle school and older. And though it's a simulation now, there may come a time when kids will need these skills for real. In the meantime, creative thinking and strategic planning are always in demand. So are worthwhile computer games. This is one.

—Larry Krumenaker

## Environmental Computer Game

In Reycolumnia you balance between use and abuse. Action varies with your habits, easy to difficult. Send \$19.95 to: Handyman Computing-K3, Box 91521, Portland, OR 97291. EGA/VGA PCs.



## Mighty Draw

This easy-to-use computer graphics program provides drawing and painting fun for all ages!

800-451-4871

WINDOWS...\$59.95

DOS.....\$49.95

MAC.....\$49.95

(shipping extra)

Call for a  
FREE  
catalog!

**Abracadata**  
the source of plan making software  
SINCE 1985

PO Box 7480  
Fremont, NE 68105  
(402) 733-9150



## DANIEL the DINOSAUR

teaches

**SAME and DIFFERENT**  
**SAME DIFFERENT**

## Play and Learn

with a talking, dancing dinosaur named Daniel.

**FINALLY...**  
a learning game for toddlers,  
designed to present material  
the way young children learn.

CALL 1-503-645-6760

**Software Enterprise Limited**  
P.O. Box 91370, Portland, Oregon, U.S.A. 97291-1370

**PROMOTING SCHOOL READINESS**

Circle Reader Service #163

## Ready for Letters

Make learning letters a fun and meaningful experience for pre-readers and first-time computer users with this early-learning program. *Ready for Letters* follows the popular Reader Rabbit to his grandparents' cottage, where kids join in six entertaining activities that have been carefully constructed to develop critical pre-reading skills.

The program provides a delightful environment with all the intriguing elements for learning and exploration. There are many wonderful surprises waiting to be unveiled. Clicking the mouse on anything and everything guarantees success. The player is enticed to explore freely, while learning to identify objects, letters and shapes by sorting through or investigating their similarities and differences with respect to color, pattern, and size.

At the Hoppy Hollow pond, for example, children can prompt the animated animals to pop out of hiding and play musical instruments (this element is comparable to a game of hide and seek, a favorite of this age group).

Inside the cottage are five rooms. The kitchen and the workshop engage the player in goal-oriented tasks. The child can help grandma find the ingredients necessary to prepare a delicious snack or



### Reader Rabbit's Ready for Letters

Price: \$49.95

**In Brief:** A delightful program that teaches pre-schoolers to identify objects, letters and shapes, early language skills, and other concepts.

**Requirements:** IBM compatible with 640K RAM; VGA display, hard disk.

**Audio Support:** AdLib and Sound Blaster compatible sound devices.

**For Ages:** 2 to 5

The Learning Company  
6493 Kaiser Dr.  
Fremont, CA 94555  
(800) 852-2255  
Circle Inquiry #200

work at grandpa's workshop matching shapes and colors. The bedroom engages the player in a more self-directed goal. The youngster can decorate the room with different combination of colors, patterns and designs. In the bathroom and the picture parlor, the player is exposed to letters and simple words that communicate abstract relationships and comparative terms, such as *more*, *less*, *between*, and *beside*.

*Ready for Letters* is even more fun and effective when played on a computer equipped with an audio card. The sound effects and narration exercise the child's listening comprehension. Parents interested in helping their kids develop early language skills should hop right out to pick this one up.

—Jasmin Toroussian

## Happy Holidays



# Zero's & One's

Order's Call  
(800) 788-2193  
Information Call  
(702) 897-2797

Sample Listing of Titles - Estimated ages shown after titles

Alcom Enterprises ▲

## ASTRONOMY

Amazing Universe CDR	\$49.95
Carmen San Diego Space Dlx.	47.95
Dance of the Planets	129.95
Distant Suns-CDR	83.95
Mars Explorer-CDR	43.95
Mission UFO	24.95
Orbits	29.95

## BIOLOGY

Space Adventure	\$49.95
Animals in Motion-CDR	39.95
Animals MM Encyclopdia-CDR	47.95
Biology	24.95
Body Illustrated	47.95
Bodyworks	29.95
Cuckoo Zoo 3-6	31.95
Mammals (Natal Geog)-CDR	24.95
San Diego Zoo: Animals-CDR	37.95

## FOREIGN LANGUAGES

French-Berlitz-CDR	\$119.95
French-Learn to Speak-CDR	49.95
German-Berlitz-CDR	119.95
Italian-Berlitz-CDR	119.95
Play w/Lang German-CDR	29.95
Play w/Lang French-CDR	29.95
Play w/Lang Italian-CDR	29.95
Play w/Lang Japanese-CDR	29.95
Play w/Lang Spanish-CDR	29.95
Spanish-Berlitz-CDR	119.95
Spanish-Learn to Speak-CDR	49.95
Word Attach Plus-Spanish	29.95

## LANGUAGE ARTS

Aesop's Fables-CDR 10+	\$32.95
Annabels Dream-CDR 11+	59.95
Berenstn Bears-Letters 3-7	24.95
Don Quixote-CDR 10+	32.95
Kid Works 2 2-10	34.95
Phonics + (Talks) 5-8	29.95
Play w/Lang English-CDR	29.95
Read 'N Roll 8-13	29.95
Reader Rabbit 1 2-6	34.95
Reader Rabbit 2 5-8	34.95
Ready for Letters 2-5	34.95
Reading Adventure Oz 2-10	35.95
Midnight Rescue 7-10	29.95
Stickybear Reading 5-8	24.95
Storybook Weaver 5-8	29.95
Talk Classics-CDR 7-11	54.95
Word Attach Plus English	29.95
Word Munchers 6-11	19.95

## GRAMMAR, SPELLING, WRITING, VOCABULARY

Child Write/Pub Center 7-14	\$39.95
Grammar Gremlins 8-11	29.95
Mutanoid Word Challenge 7+	24.95
Spell It Plus 9-Adult	29.95
Spell-A-Saurus 6-13	29.95
Spellbound! 6-12	29.95
Writer Rabbit 7-10	29.95
Word Attack Plus! 9+	29.95

## GENERAL

Career Opportunities-CDR	\$34.95
Compser's Quest-CDR	54.95
Crossword Magic 8+	31.95
Eagle Eye Mysteries 8+	31.95
Fun School: Teddy Bear 4-7	19.95
Greatest Book Collection-CDR	29.95
Jazz MM History-CDR	54.95
Just Grandma & Me-CDR	38.95
Knowledge Adv. 5-105	39.95
Library of Future 1st-CDR	59.95
Lost Tribes 8+	24.95
Mavis Beacon Typing-CDR	24.95
Mario Teaches Typing CDR	24.95
Metrognomes (Music) 4-7	29.95
Monarch Notes-CDR	61.95
Mozart-CDR	29.95
Musical Instruments-CDR	54.95
MM Beethoven-CDR	54.95
Mystery at Museums 7-14	34.95
Playroom preschool	29.95
Putt Putt Joins Parade 2 5	29.95
Reasoning Skills-CDR	57.95
Rock & Bash 7-14	34.95
Rodney's Funscreen 2-5	29.95
Scooter's Magic Castle 5-8	31.95
Shakespeare Illus Works-CDR	29.95
Thinking Games 2-8	14.95

## ELEMENTARY MATH

Berenstn Bears-Count 4-7	\$19.95
Clock/Money Works 6-8	19.95
Market Place 8-14	15.95
Mental Math Games 6-12	35.95
Math Blaster+-NEW 6-11	29.95
Math Rabbit-NEW 2-7	29.95
Millie's Math House 2-6	29.95
Mutanoid Math Challenge 7+	29.95
Number Munchers 8+	19.95
Operation Neptune All Levels	34.95
Path Tactics 5-11	15.95
2nd Math 6-11	29.95
Stickybear Math 6-9	29.95

## ADVANCED MATH

Algebra-1st Year 14+	\$51.95
Alge-Blaster Plus 12+	29.95
Algebra Plus V.1 13+	29.95
Calculus: Prin. 14+	24.95
Chemistry	24.95
Chemistry Works	41.95
Mastering Math-CD Rom	129.95
Physics: Prin. 15+	24.95
What's My Angle (Geom) 12+	29.95

## HISTORY

Atlas US Presidents-CDR	\$24.95
Desert Storm w/Coalition-CDR	29.95
History of Art/Entertainment-CDR	29.95
History of Science/Innvation-CDR	36.95
Knowledge Adventure 8+	47.95
North American Indans-CDR 12+	34.95
Oregon Trail Deluxe 10+	35.95
President:Start w/Grge-CDR 14+	94.95
Time Rdrs Amrcn History 10+	29.95
Time Treks 9+	34.95
12 Roads to Citysbrg-CDR 12+	46.95
US History CDR	37.95
Sports Adventure All Levels	47.95
USA War:Civil War-CDR 12+	51.95

## GEOGRAPHY

American Vista-CD Rom 10+	\$47.95
Automap 11+	54.95
Bushbuck Gblal Trsure Hunt 12+	24.95
Crmn San Diego:Ameri Past 11+	34.95
Crmn San Diego:World Dlx 10+	47.95
Crmn San Diego:USA Dlx 9+	47.95
PC Globe 5.0 12+	41.95
PC USA 2.0 12+	32.95
World Vista-CDR 10+	47.95

## REFERENCE WORKS

Compton Intrctive Encyc-CDR	\$249.95
" " Upgrade-CDR	99.95
Encarta MM Encyc-CDR	244.95
Macmillan's Child. Dict.-CDR	31.95
Reference Library-CDR	37.95

**WE ALSO CARRY:**  
SOUND BOARDS  
MULTIMEDIA UPGRADES  
FLIGHT STICKS  
MICE  
GAMES

ALL IBM COMPATIBLE

ZERO'S & ONE'S

3315 EAST RUSSELL RD. SUITE H-177

LAS VEGAS, NV 89120

ORDER: 800-788-2193

FAX: 702-897-1571

TECH/INFO: 702-897-2797

Prices and availability subject to change. All sales final. We do not guarantee compatibility. All software is factory fresh and unopened. We are not responsible for manufacturers defects. Contact publisher regarding defects. Shipping: 1st game \$5; add'l games add \$1 each in Continental US. 2nd Day Air \$6:1st game; add'l games add \$1 each in Continental US. COD add \$4.50. All prices are US Dollars. WE ACCEPT MASTERCARD AND VISA.





# They Came from The Ancient Past

## Microsoft's Arcade Pack

by Neil Harris

Neil Harris is a former editor of the in-house magazine, Atari Explorer. In this article, he takes CGW readers back to the days when Atari ruled the coin-op world via Microsoft's latest package of entertainment titles.

Microsoft Arcade is quite a trip down memory lane. Microsoft has turned five classic Atari quarter-suckers from days of arcades past into amazingly faithful Windows renditions. *Missile Command*, *Asteroids*, *Centipede*, *Tempest* and *Battlezone* ingested billions of quarters in their heyday, and it's hard to imagine that any gamer over 25 years old doesn't remember at least one of these games fondly.

Memories can be deceiving, though. There is nothing inherently wrong with these games, taken in context. Unfortunately, their context is 1980, not today, and the accurate port from arcades of yore onto my modern Windows system left me feeling displaced in time. To a great extent, these games have been made obsolete by technology. Yet, as one of the CGW editors said, playing them today is like watching reruns of your favorite old sit-

coms on Nickelodeon: they may be corny and technologically inferior, but they also have a somewhat perverse pleasure to offer.

For this reason, the package will sell like mad. I am convinced that there is a huge audience of players for these games, just like there was for the series of *Microsoft Entertainment Packs* that preceded them. It's hard to imagine, though, that the readers of CGW are the intended audience. We might be altogether too jaded to appreciate the experience.

### And Battlezone Begat Spectre...

*Battlezone* was my personal favorite in this batch. It was one of the great vector graphic arcade machines, with wire-frame tanks and UFOs rendered in bright monochrome. It was the first game I fired up in this package. Yes, it certainly is *Battlezone*. The sound effects, the play action, everything is nearly identical to my memories of the original. It's possible to quibble that it's a bit harder in the computer version to avoid oncoming missiles, but that could be a mistake in my recollections and not a design mis-

cue. The thing is, it's been done better since. You would expect that. In these days of high-speed 486s with digital stereo sound and super VGA graphics, simulating vector graphics and one channel sound is a bit strange. People who like this kind of game have no doubt graduated to games like *Spectre* by now.

### If It Moves, Kill It

*Tempest* was the hardest game in the pack to get used to. The original arcade machines used a controller that included a round knob



*Asteroids*. That graphic and sound extravaganza

that spun freely, allowing the player to position shots around the perimeter of the screen. Microsoft's designers use the mouse to simulate this. Moving the mouse side to side positions shots clockwise or counterclockwise around the playing field. I found a trackball to make this a bit easier, and eventually I had better luck with the computer version.

*Missile Command* is the game that holds up the best out of the batch. It adapts naturally to mouse or trackball control. Three keys on



Missile Command: Nuclear holocaust for the entire family

### Microsoft Arcade



FILE  
PRICE  
SYSTEM  
REQUIREMENTS

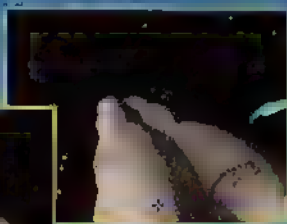
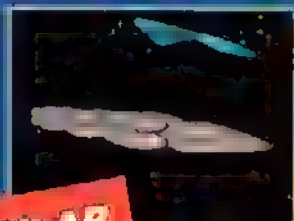
PROTECTION  
DEVELOPER  
PUBLISHER

Microsoft Arcade  
\$39.95  
IBM with Windows 3.1  
486SX 20MHz or better  
2MB RAM, VGA graphics  
mouse  
None  
Duke Pachlavsky  
Microsoft Corporation  
Redmond, WA  
(206) 426-9400

**GATEWAY II**

# HOMEWORLD

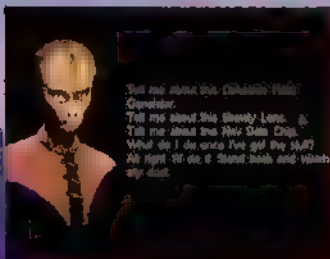
**SPECTACULAR  
ANIMATIONS!**



**San Francisco 2112 A.D.** A fanatic cult of terrorists plans to bring the Heechee's ancient enemy to Earth and purify humanity in a bath of cleansing fire. You must stop them. But you can't do it alone.

The key to stop these madmen is a powerful ally: a Heechee. A powerful ally who is the ultimately accurate, the only one who can help you. The last remaining hope for humanity lies in the hands of a Heechee.

Based on Frederik Pohl's Hugo and Nebula award-winning Heechee saga.



Meet the Heechee face to face. Hold conversations via new intelligent dialogue system, operate alien technology, pilot a starship!



**BE A PART OF  
THE ACTION!**

**Available  
Now  
In Stores!**

**LEGEND™**  
ENTERTAINMENT COMPANY

P.O. Box 10610 • 14288 Park Meadow Drive  
Greenville, VA 22621

Distributed by Applause, Inc.

To order, visit your local retailer or call 1-800-245-7744

©1993, Legend Entertainment Company. Gateway II: HOMEWORLD is a trademark of Legend Entertainment Company. ALL RIGHTS RESERVED.  
Actual VGA graphics shown

Check Reader Service #54



Experience the chilling reality of 22nd century Earth



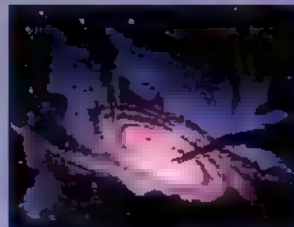
Battle murderous robots, carnivorous dinosaurs and spear-carrying humanoids



Rescue a prospector marooned in a robot-controlled Heechee starship



Escape a frozen planet where crystalline beings metabolize electricity



Cross the event horizon and explore the Heechee planets hidden in the Core of a massive black hole



the keyboard replace the firing buttons for the three bases. I've seen a number of shareware knockoffs of this game over the years, but this adaptation works considerably better.

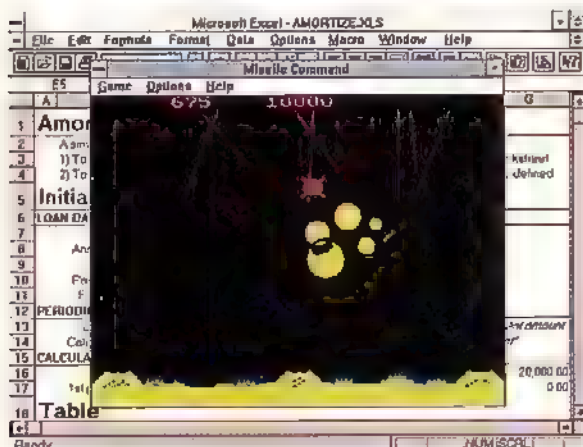
## What Happened to the Dinosaurs?

*Asteroids* is the oldest arcade game in this batch, and it shows. There is not much to it. The strategy for racking up points is to shoot all the asteroids until there is only one small fragment remaining, then avoid it while shooting the flying saucers. This makes for a high scoring but ultimately dull game. Out of all the games in the pack, this one held the least play value. Perhaps there is a reason why the dinosaurs died out.

Finally, there is *Centipede*. I was never very good at this game. Perhaps it's because I never properly studied it. Most of the very best game strategy tips back in those days came from a typical arcade denizen, ten years old or so, with very short nerve pathways which yielded blindingly fast reflexes. (Surely the little punks couldn't have any other advantages.) With *Centipede*, I never found anything that worked.



Tempest: One of Shakespeare's classic designs.



Playing an Arcade game over a spreadsheet allows for emergency exits.

## Help for the Hopeless

Microsoft's "Help" system for *Windows* came to the rescue. Accumulating the lost lore of those same ten-year-olds (doubtless now slaving away on a campus in Redmond, WA), there is much game strategy wisdom available for the touch of a function key. Reading through the help file for this game resulted in markedly improved scores.

After discovering this mother lode, it became clear that this is a major feature for this game pack. All the games are loaded with tips that reveal the most important tactics for each.

Another nice touch is the "boss key," which minimizes the game by simply hitting escape—although explaining why that spreadsheet was generating all those strange noises is an exercise left for the player (maybe it was the musical spreadsheet invented by a character in a Douglas Adams' novel?). All the games offer the player a number of customizing options. Adjust the number of lives, remove displays that slow down each game, and speed up or slow down play according to taste.

Overall, the implementations of these arcade chestnuts is nearly flawless. They play with the right speed even running inside *Windows*, although it's a bit prettier playing without them. The design work in adapting the original controllers to the mouse and keyboard is well-considered.

## Software for the Nineties?

After taking a good look at all five games, I wondered if this wasn't just a generation gap issue. I'm a lot grayer now than I was when these games were created the first time around. Maybe it's just that I don't like this kind of game any more. So, as an experiment, I brought in a panel of experts, my two children, ages ten and seven. I know their nerve pathways are just right for these, and I've seen them glom onto the latest video games to the point where I had to beg to get the computer back.

They didn't get it.

It's not that they didn't understand how the games worked.



Centipede: The buggiest game on the market



Battlezone: Can it be the same without the view-scope?

They figured out all the rules fast enough. They just didn't see the point. The conclusion is that the only people who will go for this package are those of us who were part of the original arcade era, particularly those who didn't keep up with the state of the art. It's kind of like my sister-in-law who still buys Simon and Garfunkel records, even though they're on CD now.

## Jurassic Park-Ware

I predict that this package will be an instant best seller. In a way that's a shame. This is almost an example of *Jurassic Park-ware*. The programmers have managed to recreate the dinosaurs in all their original glory.

Like the lizards on the page and silver screen, these games are out of their own time. I have to think that there is a lot more game play available on the market today. What might be nice is to apply the awesome brain power that went into porting these old games toward bringing them up to date. I'd like to see more than "museum-ware." I'd like to see *Battlezone 1994* with texture-mapped graphics, UFOs swooping down and kidnapping our women! Wouldn't that be something to see? **CSW**

# Disciples of STEEL

## The Ultimate in Classical Fantasy Role-Playing...

Help save a richly detailed land from self-destruction. Unite the people of this ancient land and together you can defeat the evil horde that is gathering... growing... waiting...

- Animated and detailed VGA graphics
- 3D "first person" view of dark dungeons and mighty towers
- Turn based overhead tactical combat
- Original musical compositions and sound effects to get your heart pounding!
- Open ended non-linear game play
- Eight disciplines to control and develop
- Over a hundred quests to complete
- Conquer towns and cities, tax the people and raise vast armies.

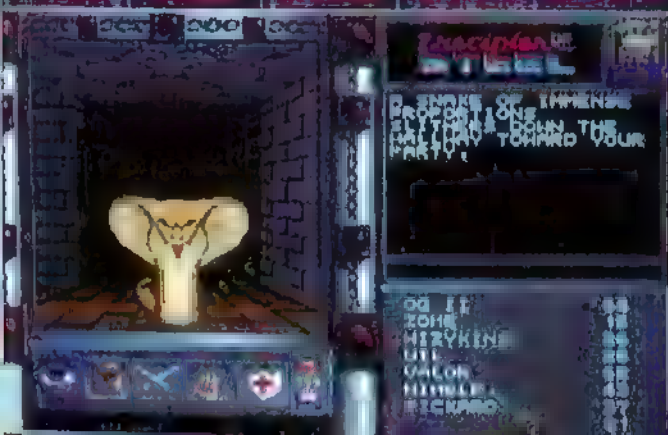
Available for IBM PC and compatibles (VGA, 80386 or better, 2 MB of Ram or more, sound support for Sound Blaster and compatibles.)



137 West Bay Area - Webster, TX 77598

1-713-554-7137

Circle Reader Service #95







# A California Yankee In Queen Elizabeth's Court

GGW's Editor Visits The European Computer Trade Show

by Johnny L. Wilson

When I left New York, it was early evening. When I arrived in London, it was early morning. Yet, I had experienced more than a time change and a dose of jet lag in that Atlantic crossing; I had crossed a cultural divide. All my life I had simply viewed the British (little realizing how artificial that term sounds to those of English, Scottish and Irish ancestry) as an acculturated amalgam of proto-American culture. Upon arriving in England, I soon discovered that even with the similarity in language, it was a foreign country.

At first, I was amused by the minor differences between the U.S. and England. How quaint that we drive on opposite sides of the road! How marvelous that buildings from the 16th century stand amidst those of the 20th century! How near to see a pub on every corner! How delightful to read the names of the traditional villages which make up metropolitan London! How superb to be passed by those double-decker buses!

Then I was struck by the presence of news agents everywhere I turned. The English (as the Irish and Scottish) must be a voracious nation of readers. Alas, as I began to read their newspapers and periodicals, a reality suddenly struck me. There seem to be more English magazines and newspapers per capita than there are in the States. Within those English magazines and newspapers, there tend to be more and shorter stories than in those in the States, and they tend to be filled with lots more pictures. What does that imply? To me it suggests that the English read a lot of stories on a lot of subjects, but they don't require a lot of information. While this may be a generalization, it is important for this discussion, and relevant in terms of computer games. It explains, in part, some of the features of European software in general.

## Can You Spell Plethora?

There is more energy in the European com-

puter game community than in the U.S. industry. Employees tend to be younger and more enthusiastic about their products than their counterparts over here. There seem to be more titles available per company, and each stand (their term for show booth) tends to be more concentrated in terms of people and product than the equivalent booth at CES.

Why? It appears that the European community wants more games on more subjects, regardless of how engaging the games may be over the long haul. Further, it appears that the European game player wants all the flash and technological sizzle up front. That's why U.S. game players often get the feeling that European games are unfinished. So, as a result, European games tend to be heavy on action sequences (the easiest kind of game play to implement), graphic sizzle (the latest technological gee whiz, regardless of whether it actually fits the game or not), and features upon features (whether they do anything for overall game play or not). With these reservations in mind and my personal bias on the record, here is a Yank's-eye view of ECTS.

## Graphic Sizzle

Mirage is a company that has no presence in the U.S., as yet. Since they have a pending distribution deal in the works, I was delighted to take a look at their upcoming SVGA game, *Rise of the Robots*. Anyone who follows Japanese animation in the least would get chills just looking at the 3-D Studio robots they rendered for this game, and this is combined with three-dimensional rooms and tunnels which were constructed by an interior designer. In the game's background story, a robotics construction plant has been taken over by an AI gone awry, and the player's job is to deactivate

the evil AI's robots before the whole robotic population can run amok. There is some nice table-based AI in the game, and there are some awesome cinematic sequences leading to the main game play. Alas, the game play is the same horizontal scrolling "beat-'em-up" we've seen a thousand times before. *Rise of the Robots* is for 486s with 4MB only. A VGA



The European Community offers US companies many Windows of opportunity.

version will be available for 386 owners, as well as a 32-color version for Amiga owners.

Ocean is a company that is well-known in the U.S. Their latest stateside venture is to bundle a *Jurassic Park* arcade game with Packard Bell's new line of 486-based computers. Graphically, their most impressive product at ECTS was an arcade game called *2000 AD*. The game comes complete with the graphic novel upon which the characters and universe are based. Game play looked typical for a "shooter," but the game features very impressive animation with full-screen figures.

Coktel Vision, the French publisher, unveiled three products at ECTS. Two of the three were graphically intense. *Inca 2*, the sequel to their original action/adventure, promises different-looking cockpits and texture-mapped vessels, more cut scenes, *Return*



**NEW!!**

# CD-ROMIX!™

Today's Hottest Comic Books On CD-ROM!



ART: NORM BREYFOGLE

**SEE!**

Your favorite comic books from Malibu's best-selling **ULTRAVERSE™** series in dazzling 256-color, high-resolution graphics with dramatic light and color effects!

**HEAR!**

Explosive sound effects and original musical scores in a state-of-the-art digital soundtrack. Real actors provide exciting character voices.

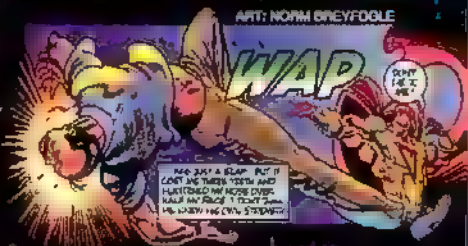
**FEEL!**

The excitement as the adventure unfolds before your very eyes! Stories appear just as they were originally published, complete and unabridged.

**PLUS!**

A special segment gives you a behind-the-scenes look at the making of CD-ROMIX!

ART: NORM BREYFOGLE



ART: JIM CALLAHAN & NORM BREYFOGLE



COLLECT ALL OF THESE EXCITING CD-ROMIX! TITLES!

- PRIME™ #1
- HARDCASE™ #1
- FREEX™ #1

Available for DOS MPC CD-ROM

MALIBU COMICS™, ULTRAVERSE™ and all ULTRAVERSE characters are trademarks of and copyright © 1993 Malibu Comics Entertainment, Inc.

CD-ROMIX!™ © 1993

Available at Babbage's, Best Buy, CompUSA, Computer City, Egghead Software, Electronics Boutique, Software Etc., and other fine retailers.

Circle Reader Service #132



Today's Hottest Comic Books On CD-ROM!

Suggested Retail Price

**\$24.95**

EACH





EA draws a rowdy crowd with their latest 'footsy' game.

to *Zork* style video-overlays with synchronized speech, and four or five new cultures to enrich the scenarios. *Inca 2* feels much more like *Wing Commander* than the original and features many more weapons than the original game.

The other Coktel Vision game is *Lost In Time*. Published as two separate games in France, the game will come to the U.S. as one game. Interestingly enough, the game features three completely different graphic looks. In the first part of the game (set in 1840), the female protagonist is trapped on a ship which features 3-D first-person polygon-filled graphics that look vaguely like *Alone in the Dark*. The next phase of the game, however, is presented as taking place in the modern era. All of the graphics are digitized photographs and video clips (inset movies). Finally, there is an island sequence which was drawn by a well-known French cartoonist. The company says they chose those graphics to suggest a dream-like state. To American audiences, this will no doubt seem schizophrenic. To European audiences, this may well serve to provide some of the graphic variety and frenetic pace they seem to like in both their printed and digitized media.

Finally, Electronic Arts used the show as an opportunity to show off some of its affiliates'

wares (Three-Sixty Pacific and Origin, in particular), as well as a new data disk for Bullfrog's *Syndicate*, and a work in progress that will present an entirely different look for Bullfrog, essentially moving from the dark future of *Syndicate* to a light, frothy world of sweetness and light.

### Action Reaction

Action games still rule the roost in Europe. In addition to those mentioned above with regard to graphics, there are numerous action titles being released. Electronic Arts unveiled its entry into the

footsy sweepstakes with a large-screen display of its licensed soccer game, and U.S. Gold announced its *Winter Olympics* game. They will definitely publish it world-wide on the Amiga and the Atari ST, but a computer manufacturer may actually bundle the DOS version in the States. Accolade used ECTS as an opportunity to unveil their line of sports games, including *Brett Hull Hockey* and *Speed Racer* to the European audience.

In addition, U.S. Gold has high hopes for Imagitek's new *Evolution: Lost In Time*, an IBM- and Amiga-based action/puzzler in *The Humans* tradition. Their biggest action hit may well be *Raider*, however. This is a coin-op conversion of a flying game where player-pilots simply shoot everything in sight. Not only was this a popular coin-op in Europe, but the company is hedging its bets by putting an editor in the program so that computer gamers can build their own levels.

On a more sophisticated level, Ocean was touting their upcoming *TFX* as a real flight sim. I was skeptical at first, believing that the company was only interested in doing simple arcade games. I was pleasantly surprised to discover that the gamer can choose between three difficulty levels: arcade, realistic and military specification (based on the Eurofighter 2000 specs). The latter even requires an intricate mid-air refueling routine and offers a U.N. Commander campaign game where each successful mission makes the successive one easier, and vice-versa.

Digital Integration, developers of Spectrum HoloByte's *Tornado*, displayed their *Merlin Challenge*, a helicopter landing simulation that was originally programmed as a

recruiting tool for the Royal Navy and may end up being a value-added feature on *Tornado* CD-ROM. It's too short to be released as a boxed game, but it is extremely interesting nonetheless. More importantly, however, the company was displaying *Operation Desert Storm*, an add-on war zone for *Tornado* with different graphics to reflect different terrain, architecture and vehicles than those in the original product.

Gametek plans to unveil *Valkyrie* in the U.S. next year, a chopper simulation from Don Hall (*Fokker Triplane*), as well as both an *Air Warrior II* and a new *Air Warrior* for World War I aficionados. Of course, it will come as no great surprise that Microsoft was touting their *Flight Simulator 5* and Activision was demonstrating its upcoming 1994 release, *MechWarrior II*. Both of these have already been discussed in *CGW* and were receiving an excellent response in Europe.

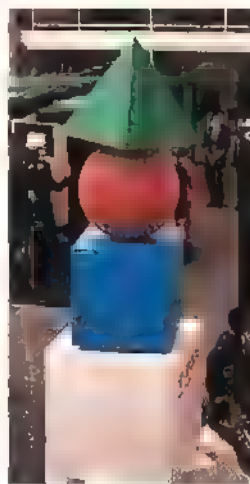
### Feature This

Finally, the most hotly contested field of battle in Europe is expected to be the hybrid space pilot/merchant/pirate/mercenary genre. Not only was Origin demonstrating their just-released *Privateer*, but MicroProse UK unveiled *Starlord* and Gametek displayed

*Elite II*. Both the former and latter are primarily arcade games with an economic/role-playing wrapping. *Starlord* is based on Mike Singleton's Play-By-Mail game of the same name. It can be played as a pure strategy game as the player strives to become John Gotti in space, or as an arcade game with a strategy wrapping. It has a host of features that appear to be user-customizable (gender, rank, difficulty, star system, facial appearance, etc.), but we are not positive how much they affect the game play. Appearance wise, it looks like sim graphics in a strategy game.

### Are We Cosmo, Yet?

All in all, attending ECTS provided a more cosmopolitan perspective for me. I learned by sight and sound what I had been told by dozens: Europe and the U.S. are different markets. I discovered partly why their games tend not to appeal as much to me: European gamers want a short passionate fling with a game, while U.S. gamers tend to want a satisfying long-term relationship. I'm glad we have the cross-pollination, though. I can't help but feel that this industry would be a poorer environment without *Populous*, *Alone in the Dark* and *Lemmings*. **CGW**



The shapes of things to come!

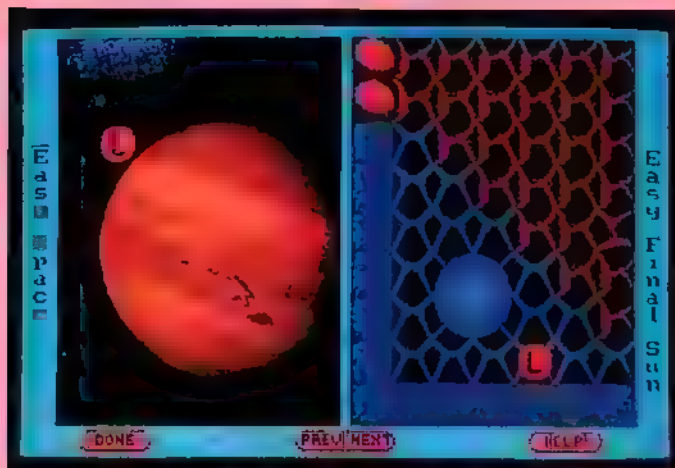
**CAPE COD CONNECTION**  
**YOUR SOURCE FOR**

- Competitively priced used & new entertainment software.
- A Consignment Shop through which you can sell your used software - call 1-508-457-0738 for info or a used software for SALE listing!
- Tabletop war & role playing games & sports apparel!
- FIVE (5) years of good, reliable & honest customer service.

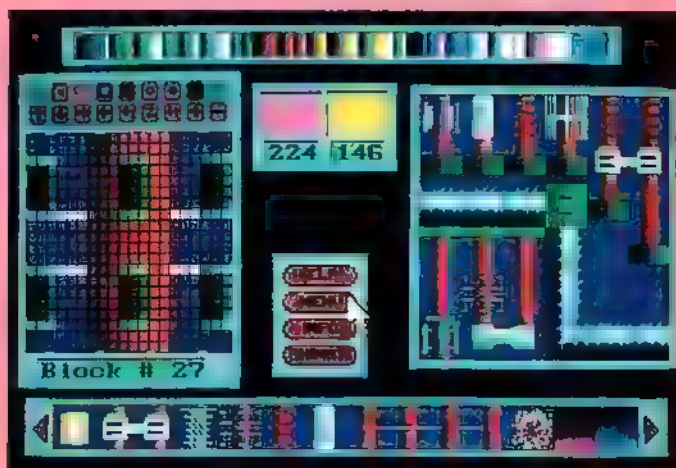
\$6H flat \$5 in cont. U.S. Other areas adjusted according to actual weight. Detective replacement only, sales final.  
 Overseas dealers welcome!

21 PLEASANT VIEW AVENUE ■ FALMOUTH, MA 02540  
**24Hr Ordering 1-800-729-6733**  
**Info 1-508-457-0738**  
**Fax 1-508-457-4558**

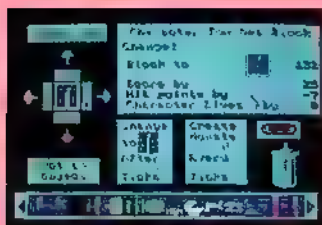
# YOU THOUGHT YOU LOVED COMPUTER GAMES. BUT...



Create links between worlds



Draw pictures of characters, monsters, and scenes by creating picture blocks.



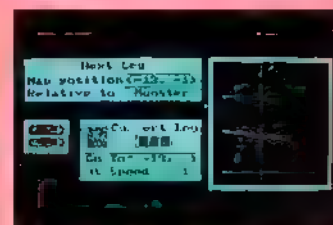
Empower Picture Blocks



Import Graphics



Animate Monsters



Plan Movement

## UNTIL YOU PLAY WITH GAME•MAKER,<sup>TM</sup> YOU'VE ONLY BEEN PLAYING AROUND.

Create action adventure games, as wild and unique as your imagination. With Game-Maker's game design tools, you can design 256 color VGA computer games without programming.

- ✦ Design unlimited numbers of animated monsters and good guys.
- ✦ Animated characters walk, run, fly, hop, pop from scene to scene.
- ✦ Design PC sounds or use SB compatible sound clips.
- ✦ Play Sound Blaster compatible music.
- ✦ Characters respond to joystick or keyboard.
- ✦ Full screen scrolling scenes
- ✦ Design multi-level professional quality games.

Mouse driven and graphics based, GAME•MAKER is Computer Aided Game Design at its best. Is a game too easy? Increase the speed. Too boring? Add danger, sounds, and monsters. Too plain? Dress up the graphics, add animation. Too short? Add new levels.

GAME•MAKER includes lots of extras: hundreds of pictures, monsters, objects, good gals and guys, and detailed scenes and worlds. Use or modify these extras in creating your own games. Plus you'll enjoy the sample games included with GAME•MAKER.

**Available at your local retailer**

or from:

**KD SOFTWARE**

Great Falls Avenue, Box 448  
Rochester, NH 03867

**VISA/MC Orders: 1-800-533-6772**

Call Toll Free for latest price.

**Information: 603-332-8164**

**FAX: 603-332-8125**

Call the Frontline BBS 207-967-0618 and download games created by Game-Maker.

Game-Maker requires an IBM AT compatible 386 or better, with a color VGA monitor and mouse. Joystick optional. GAME•MAKER is designed and produced by Recreational Software Designs.



# Over There

## *Patriarchal Games: Money, Sex, And Violence With A European Flair*

by Robin Matthews

At the recent CES show in Chicago, Guido Henkel, German designer of *Realms of Arkania*, was asked about the apparent lack of good games from German authors. Guido responded by saying that there were some quality games, but that most never make it outside of the country. He also forecast that this was about to change. A couple of weeks later, and almost before you could say "Brandenburg Gate," a plain brown

your way to a successful and profitable financial empire.

Wealth is only part of the story—social status was all in Medieval Europe. The Mayordom of your town and, ultimately, the position of Alderman of the League are your real goals. In the best European tradition of the time, this involves well-publicized donations, less overt bribes, arranged marriages, and all manner of methodology in the pure and total pursuit of absolute power. This means clashes with the church, despotic kings, decaying kingdoms and a creaking class system. *The Patrician* is not a game for those who are averse to compromising high moral ideals. All is fair in love and computer strategy games; blackmail, greed, corruption are all stock in trade with the occasional clash of force.

The core of the game is successful trading, and you visit ports all over the medieval world. The gaming interface is straightforward. Unfortunately, every town looks exactly the same and has the same three main locations. The shipyard repairs and builds ships, the town square is the political center, and the waterfront is where business is conducted. In the latter, you can buy and sell cargo, pay the crew, and initiate voyages. These three areas contain shops, inns and provisioners which may be visited on a regular basis. Unfortunately, the shipyard in London looks identical to its counterpart in Novgorod and the Inn looks pretty familiar as well. This sameness is a real hindrance to the atmosphere and pace of the game. In this time period, these ports were teeming, vibrant dynamos of economic and social activity, each with its own character and identity. The generic approach

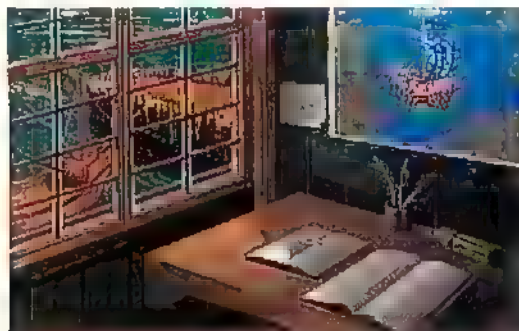
of *The Patrician* could have been fairly easily avoided, but as the design stands it is difficult to become immersed in the setting and in the game as a whole.

As you sail the seven seas, pirate attacks can occur and are resolved using a simplistic arcade-like game. This combat feature looks as if it has been inserted as an afterthought and does little to add to the game.

The trading is on the mundane side and, although the political machinations are initially interesting, they do start to wear thin. The long term appeal of this game, except to bank managers and chartered accountants, is therefore questionable. To put it in the vernacular of the time, thou wilt not findst ye a medieval *Civilization* herewith.

Sometimes in this column, European computer leisure software is criticized as being parochial—too British or too French in outlook and approach. *The Patrician* is an interesting game that is challenging but could be considered as too Germanic in appearance, perhaps needing a bit of British innovation, some French *savoir faire*, or maybe some Stateside polish. It is nonetheless refreshing to see quality output from Germany, and this is surely a sign of things to come.

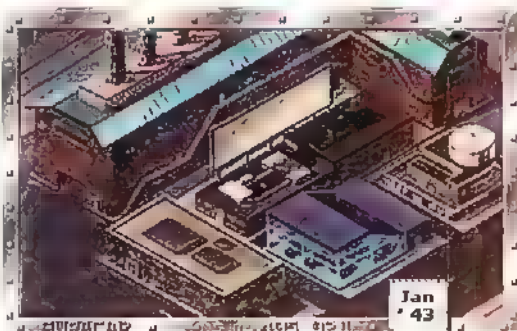
Back in blighty, that lot at Impressions is at it again; each month this prolific software company seems to release yet another new or upgraded product. Now its ever growing product list is swollen with a raft of new titles: an enhanced version of *Airbucks*, *Caesar Deluxe*, and newcomers in *Detroit* and *Global Domination*. *Caesar Deluxe* is a full blown re-write of their well-received Roman strategy game and now boasts detailed on-line help



The Patrician from Daze Marketing

envelope arrived with a brand new game from the Fatherland.

*The Patrician* from Daze Marketing is set in 15th century Germany and is a detailed maritime trading game based on the Hanseatic League. This League was a medieval forerunner of the present day Common Market (but without wine lakes, butter mountains, or an Exchange Rate Mechanism), and its activities stretched across Northern Europe. The League was a group of highly organized and forward-looking traders who substantially controlled all international trading in the Middle Ages. In *The Patrician*, you take your place as a member of this social elite, albeit as a lowly merchant. You begin with a single small ship and little money, and must trade



Impressions' Detroit

and many other features to improve presentation and smooth out the learning curve.

*Detroit* is a 100 year simulation in which you design and build the car of your dreams. You have to handle all the decisions from designing the vehicle to recruiting a work force, and then to site, build and manage the factories and assembly lines. The aim is to

*A long time ago  
in a galaxy far, far away...  
good and evil clashed.*

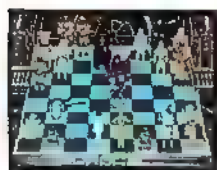


**Now, the Force is with you!**

# THE SOFTWARE TOOLWORKS' STAR WARS CHESS

Now available in this galaxy  
for IBM PC and compatibles  
and MPC CD-ROM

Combine Star Wars characters with one of the oldest strategy games in the world and you get **The Software Toolworks' Star Wars Chess** -



*The Force is with you*

the most thrilling animated chess game in the galaxy!

Relive battles between the Rebel Alliance and the evil Empire through astounding original artwork and a powerful chess program



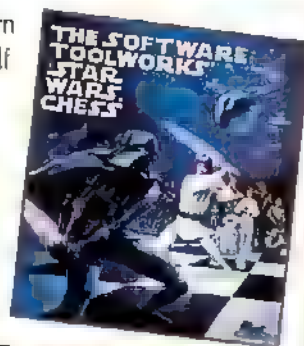
*Up to 72 animated 3-D capture sequences!*

It's like making your own Star Wars movie on a chessboard! Through dazzling animation, Leia, Luke, C-3PO, Darth Vader and other characters you love come to life in brilliant 3-D sequences. Up to 72 unique capture moves and authentic Star Wars music and sound effects make this a chess program like no other in the universe

It's your turn to pit yourself against the Dark Side and may the Force be with you!



For the dealer nearest you or to buy, call  
**1-800-234-3088**







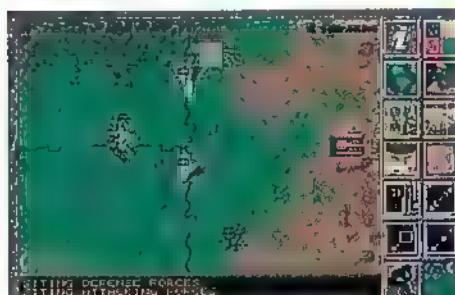
CREDIT: WIDE WORLD PHOTOS

## The mind's eye is never blind.

It burns brightly for account executive John Moore, who writes marketing proposals on his computer, reads his favorite novels on talking books, and refinishes furniture in his spare time.

**Help other blind and visually impaired persons lead fulfilling lives. Support the American Foundation for the Blind's education and literacy initiatives today. Call 1-800-AFB-LIND. In New York, call (212) 620-2147.**

successfully produce and market your own automotive masterpiece. Starting in 1908 you have until 2008 to invest in research and technology, decide on advertising, open up sales offices, diversify your product range with sports cars, sedans and trucks. *Detroit* should allow competitive play from three human or computer opponents and may support modem play. This sounds like a compulsory purchase for all major auto industry executives and amateur auto-philes.



Impressions' Global Domination

*Global Domination* is not a home knitting program, but a strategy wargame similar to the boardgame *Risk*. Adopting the simple but appealing approach of that classic game, *Global Domination* can be played at one of two levels. At the easiest level, play is basically "strategic" with large scale units moved by the players, but all combat and calculations being resolved by the computer.

At the second level, the more demanding warlords can decide to be involved at a tactical level. When combat occurs, players can then zoom into the particular battlefields and command their forces in smaller units and in real time. This macro/micro approach is a very much simplified version of the system used by Impressions in *Caesar/Cohort II*, and if correctly implemented could have a wide appeal. Additional features include having to defend key installations and resources, plus possible modem support.

*Global Domination* will not be limited to just one globe. A random planet generator will provide an infinite number of brave new worlds for conquest, and some of the ready-made ones will allow you to take on the mantle of famous world conquerors from the past. *Global Domination* will have a combination of strong graphics and full sound effects, and should be launching its first strike as you read this.

Speaking of war, even though *D-Day* was a memorable event, Futura's recently released English version of their *D-Day* game will

probably cross the stage of history without a mention. That is, it will pass without mention unless it is held up as a classic example of how *not* to produce a game. *D-Day* is divided into segments, the first of which lets you give orders to your invasion force on a campaign level, and the second leads you into crude simulations of various parts of the subsequent action. The modules are a B-17 bomber, a M-4 Sherman tank, and a paratroop drop simulation, and a stick-men platoon arcade game.

Each of the simulations looks very dated, with the tank one being about the best of the lot. The paratroop module is extremely tacky and should not be shown to anyone who wears, or who knows somebody who wears, a red or green beret. The product as a whole looks as if it wouldn't have been out of place in 1944, and consists of a series of sub-games that are supposed to give a flavor of the complicated multi-service nature of the largest sea-borne invasion. All it really does is leave a pretty bad taste in the mouth. It is definitely one to be avoided if it should happen to make the transatlantic crossing, but with a bit of luck the container ship will be torpedoed by a rogue U-boat in transit.



Futura's D-Day

The above games and any of the other games mentioned in past columns can be obtained from:

Computer Gaming World  
(not affiliated with CGW magazine)  
318 Kensington, Liverpool, England.  
L7 OEY. Tel: 01144-51-263-6306

Strategic Plus Software  
28 D&E The Courtyard, High Street.  
Hampton Hill, Middlesex, TW12 1PD  
Tel: 01144-81-977-8088, Fax 01144-81-977-4822, or on CompuServe on 1000014,3466

Robin Matthews can be contacted on CompuServe at 76004,3456. **CGW**

See us at  
**COMDEX!**  
Booth A928, South Annex

# "16-Bit Sound Explosion!"

## Everything is Crystal Clear!

Earth shaking, bone rattling, crystal cracking 16 bit, 44.1 KHz stereo audio. From sonic booms as you devour Mach 1, to the hottest guitar licks that rock the house, Aztech Labs delivers and delivers BIG! The Sound Galaxy NX Pro 16 audio card leads the multimedia revolution with the widest sound standard compatibility in the market today. Bundled with the finest multimedia and business audio software, headphones, and a microphone, buy Sound Galaxy, and get the most flexible, compatible, and affordable sound performance available for your PC!

## The Compatibility Advantage!

Aztech's Sound Galaxy NX Pro 16 audio card owns the compatibility advantage. Only Sound Galaxy is compatible with Microsoft Windows Sound System, Sound Blaster PRO, AdLib, Covox Speech Thing and Disney Sound Source. And only Sound Galaxy gives you the widest choice of CD-ROM interfaces, and a SCSI and Wave Table Synthesis upgrade. Aztech products give

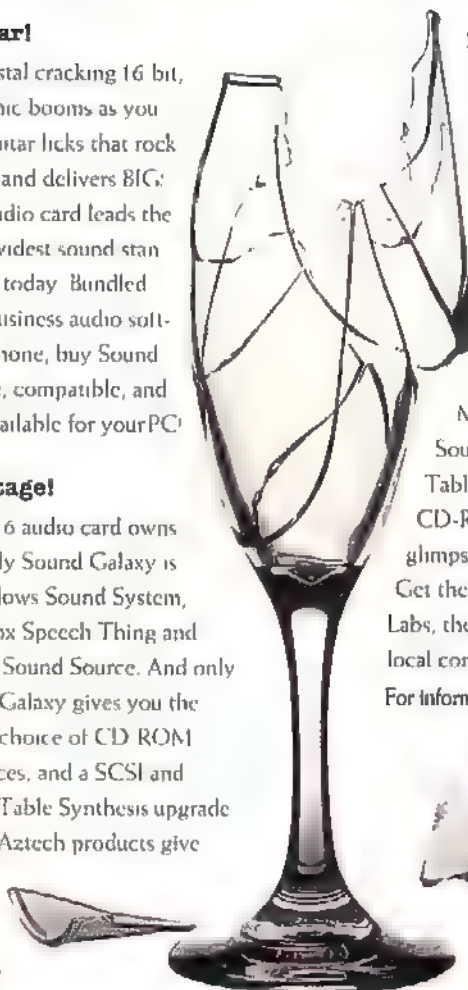
you greater software and CD-ROM drive compatibility than either Creative Labs or Media Vision! Aztech Labs opens your window to the multimedia revolution like no one else can!

## Your Multimedia Leader!

With over 700,000 boards shipped, a strong commitment to R & D, and a host of exciting products scheduled for release, Aztech Labs leads the Multimedia industry into the future. Sound Galaxy's Wave-Power Digital Wave-Table Synthesizer and new Double Speed CD-ROM Multimedia Upgrade Kit are a glimpse of the future available now. Get the Sound Galaxy NX Pro 16 from Aztech Labs, the difference is crystal clear! Visit your local computer dealer & insist on Sound Galaxy! For information call 800-886-8859 today.



Look for the Sound Galaxy NX Pro 16 audio card at your local dealer today.



SOUND GALAXY NX PRO 16 OUTPERFORMS THE COMPETITION: EASILY!	SOUND GALAXY NX PRO 16	SOUND BLASTER 16 ASP	MEDIA VISION PRO AUDIO SPECTRUM 16
COMPATIBLE WITH: SOUND BLASTER SOUND BLASTER PRO MICROSOFT WINDOWS SOUND SYSTEM WIN95 (SPEAKER REQUIRED) WIN95 (SPEAKER REQUIRED) ADLIB	YES YES YES YES YES YES	YES NO NO	
MULTIPLE CD-ROM INTERFACES (AT BUS) PANTASONIC MITSUBISHI SANYO (adapter required)	YES YES YES		
CD-ROM INTERFACE (SCSI)	OPTION TO UPGRADE!		
OPTION FOR UPGRADE TO 16-BIT WAVE-TABLE SYNTHESIS	YES		



TOP PRODUCT AWARD BY  
WINDOWS MAGAZINE (GERMANY)

**AZTECH**

**SOUND  
GALAXY**

"Pioneering the Multimedia Explosion!"  
A product of Aztech Labs, Inc.



46707 Fremont Blvd., Fremont, CA 94538 U.S.A. Tel. (510) 623-8988 Fax (510) 623-8989

© 1993 Aztech Labs, Inc. Aztech, the Aztech logo, and Sound Galaxy are trademarks or registered trademarks of Aztech Labs, Inc. All other names are trademarks or registered trademarks of their respective holders. Specifications, terms, and services subject to changes without notice.

Circle Reader Service #42



# Through The Corridors Of Time

Electronic Arts' *The Labyrinth of Time*

by Charles Ardai

It is probably too much to ask of a game called *The Labyrinth of Time* that it not contain any mazes—tempting, but too much to ask. It may even be asking too much to request that such a game limit itself to a single maze, or even to two. Is it too much to ask, though, that there be something more to an adventure game than a series of mazes, one after another, each distinguished from the next only by the designs on its walls?

By all appearances, Electronic Arts feels that the answer is yes, since *The Labyrinth of Time* offers almost nothing but mazes, linked end to end in a complex, irritating chain. Now, I do not doubt that there are players out there who love navigating mazes, though I am not one of them; why else would almost every major adventure game feature a maze sequence? Still, there has to be a limit, and I



can hardly imagine a player so enamored of mazes that he would not be permanently cured of the taste after slogging through the meandering hallways, corridors, tunnels, rooms, hedgerows and stairwells of this game.

It would not be so bad if *Labyrinth* billed itself openly as a maze game. Instead, the game pretends to be a piece of interactive fiction. It even has an elaborate storyline, some pungent blather about the spirit of King Minos trying to conquer all of time and space

by compelling the spirit of Daedalus to construct a supernatural labyrinth that will give him access to all eras of human history. The player is the mortal chosen to destroy the labyrinth and free humanity from Minos' tyranny...

Don't be fooled. There are no characters in the game; the storyline is just an excuse for the designers to sew together a patchwork of visual non sequiturs; the game contains fewer than three dozen portable objects, almost half of which cannot be used for anything; and while there are puzzles, after a fashion, they are a weak bunch, often of the "find the right key to open this door" variety. The game comes on CD-ROM, but there is no speech. There is a point-and-click interface, but it is a sham: most screens contain nothing with which the player can interact, and most objects only function in a single mode. (When you find a book, you can't throw it down the laundry chute, or drop it, or eat it, or put it under the wobbly leg of a table. The only thing you can do is read it.)

There is one thing that the game has in abundance—space. One wanders through room after opulent room, each beautifully color-coordinated and furnished in impeccable taste. The relentlessly stylish visuals feature all sorts of intricate art deco designs, high-contrast lighting, and photographic-quality illustrations. Since the game uses a pivoting first-person perspective, there are four gorgeous views of each gorgeous location. Still, it's all just eye-candy and boring eye-candy at that; no matter how attractive the game gets,



there's no getting away from the fact that it's one empty room after another.

Aside from the matter of boredom, there is also the question of whether the visual opulence makes sense in the context of the storyline. These are tunnels by Gucci, ziggurats by I.M. Pei, Daedalus as history's greatest interior designer. The labyrinth is supposed to intersect every moment in history, so the player is treated to some Victoriana, some 1950s chrome, some 1880s Wild West shtick, some ionic columns, some Mayan relics, some mild futurism, and a hearty dollop of the present day, all stylized to the hilt. The effect is not so much surreal (as it is clearly intended to be) as cluttered, confused and disorienting.

Walking through the game feels like a tour of an abandoned movie studio backlot: here

## THE BOTTOM LINE



**TITLE:** *The Labyrinth of Time*  
**PRICE:** \$59.95  
**SYSTEM:** IBM with CD-ROM  
**REQUIREMENTS:** 386-16MHz or better, 2MB RAM, DXMS1, VGA graphics, CD-ROM drive, Sound Blaster compatible sound card, VESA compatible video cards supported, double speed CD-ROM recommended  
**PRODUCTION:** None  
**DESIGNER:** Bradley W. Schenck, Michael Todman  
**PUBLISHER:** Electronic Arts  
 San Mateo, CA  
 (415) 571-7171





is where they filmed their Westerns, you can almost hear a tour guide saying; there's the Roman amphitheater, there is the Midwestern diner, and over there, next to the teepee, is our rocketship. It's not eerie or exciting (despite the game's use of an alternately eerie and exciting soundtrack to spice things up). It's just a comely curiosity.

### Time and Time Again

One of the things that makes the game particularly frustrating, especially for experienced adventure gamers, is that almost every room contains apparent (as opposed to genuine) objects with which one has no choice but to waste one's time. The difference between an apparent object and a genuine one is that the former doesn't really exist. One can take a closer look at such objects (*Labyrinth* has a close-up shot of just about everything in the game), but one cannot do anything with them. The problem is that it is not obvious to the player which objects are real and which



are not, so one spends an inexcusable amount of time trying to interact with objects that are essentially non-existent.

For example, the CD contains a close-up of every lamp in the game, and it is only after one tries to take, move, open, and close a number of them that one realizes that the lamps are just there as decoration. One room contains two paintings, a bed, and a phonograph, all merely decorative. The mirror maze is crammed full of weird circus props, none of which have a function, but all of which invite the player's scrutiny by offering close-up views when one clicks the "eye" icon on them. One spends hours trying to solve puzzles that do not exist and hours afterward trying to get one's blood pressure down to manageable levels.

Adding to the agony is the *Return To Zork*-ish movement system, which has four separate pictures for each location, one for each primary compass direction. Each 90 degree pivot requires the computer to access the CD, sometimes at a cost of two or three seconds. This may not sound like a long time, but picture waiting two or three seconds every time you want to turn your head to the side and you will appreciate the discomfort of the arrangement.

Since one never knows when the fourth view of a room will contain something that the other three views did not, a diligent player will pivot four times at every location before moving on. Each forward step also requires disk access, so a trip down a long hallway can be an excruciating affair, with the player lurching about like a man on crutches. One craves a fluid first-person movement system as in *Ultima Underworld*, or at least smooth third-person animation as in *Alone In The Dark*. The system of discrete hops, bad



enough in *Return To Zork* (where it wasn't so slow and where each screen contained something to do), here is simply abhorrent.

The final insult is that even after one has successfully explored a region, one isn't done with it since the game requires a good deal of backtracking, sometimes through 50-room mazes and once through three mazes in a row. True, the game offers an automapping feature so that one does not have to trot out the graph paper and pencils, but this is a minor concession. The fact is that even someone who likes mazes will not enjoy going through the same maze, backward and forward, several times.

### Time Lines

It is worth mentioning that its physical structure and movement system are not the only areas in which *Labyrinth* fails to shine. Writing is another big problem, both in terms of the game's text and its plot.

As far as text goes, the general lack of things to do leads to any number of "you can't do that" lines, but none of them are as funny as the designers must have thought they were. There are also a number of repid jokes scattered about; some are pointless bits of silliness

(a detective's office labeled "Slade and Barcher," a poster that says "Wanted Fred or Alive"), while most of the rest seem to be in-jokes about, and apparently intended for the amusement of, the designers themselves.

The plotting is similarly misguided. Some strings of puzzles lead nowhere: one has to find a key to open an office, to get a key, to open a jail cell, to get a gun which one never has to use. Other puzzles lead somewhere but not in a very exciting way. In addition to the always delightful act of key collection (brass key, iron key, silver key, gold key, card key)



there is a sliding tile puzzle, a lever puzzle or two, and a combination lock to open. In other words, *Labyrinth* contains all the boring "filler" puzzles that enlightened designers gave up years ago.

A final example of bad writing comes right at the start of the game, which has the dreariest, most depressing opening sequence I have ever seen. Until Daedalus shows up, the player's character is practically suicidal.

Is there anything the game does right? Yes. The soundtrack, though a bit over-earnest in its use of Epic Themes, tries very hard to make a silk purse out of the material at hand; the animations and sound effects, though brief and parceled out like a miser's gold, are good when they come. The visuals are often stunning — it would be dishonest to deny that.

Still, a book of art deco posters is equally stunning and much less arduous to get through; a *Tangerine Dream* CD offers similar, and just as good, music; and better puzzles can be had in almost any other game. Frankly, if I were Electronic Arts, I would dismantle *The Labyrinth of Time* and sell it cut-rate for clip art. **CGW**





# Viking

## SOFTWARE, INC.



**SAME DAY SHIPPING UNTIL 8:00 PM EASTERN TIME!**

## Adventure/Role-Playing

### Past

IBM Mac	
AD&D Dragonlance Kit	43 -
AD&D Starter Kit	31 -
AD&D Stronghold	38 -
AD&D Unlimited Adven.	38 38
Belrayai at Kronor	42 -
Challenge of 5 Realms	38 -
Darklands	42 -
Darkside of Xeen	44 -
Dark Sun	49 -
Grey Isles Camp	Nov -
Daughter of Serpents	19 -
Eric the Unready	22 -
Eye of Beholder 1	19 -
Eye of Beholder 2	19 -
Eye of Beholder 3	42 -
Gryphon Master Havlar	Nov -
Inca	37 -
Kings Quest 4	38 -
Kings Quest 5	42 42
Kings Quest 6	47 -
Kings Ransom	37 -
Legacy	38 -



**IBM \$19**

Legend of Kyrandia	33 -
Legends of Drakka	Nov -
Legends of Valor	37 -
Lost Vikings	25 -
Magic Candle 3	37 -
Might & Magic 3	39 39
Might & Magic 4 Clouds	44 -
Might & Magic 5 Darksid	44 -
Pirates! Gold	39 -
Quest for Glory 3	42 -
Realms	22 -
Realms of Arkania	38 -
Red Crystal	38 -
Return to Zork	47 -
Secret Monkey Island 1	37 37
Secret Monkey Island 2	38 37
Shadowcaster	43 -
Shadowgate	25 -
Shadowgate (Windows)	38 -
Summoning, The	38 -
Ultima 4	37 -
Ultima 5	37 -
Ultima 6	20 -
Ultima 7	49 -
Forge of Virtue	17 -
Ultima 7 Part 2	49 -
The Silver Seed	20 -
Ultima Trilogy 1	39 -
Ultima Trilogy 2	49 -
Ultima Underworld 1	20 -
Ultima Underworld 2	49 -
Warriors of Legend	22 -
Wizardry Trilogy	34 -
Wizardry 5	27 -
Wizardry 6 (Bane)	38 38
Wizardry 7 (Crusaders)	42 42

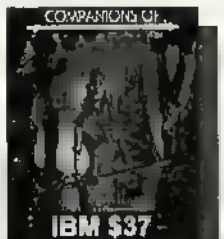
### Present

IBM Mac	
Alone in the Dark	38 -
Amazon	38 -
Batman Returns	42 -
Blue Force: Next of Kin	42 -
Carmen San Diego Series	
Where in Past	37 -
Where in Europe	34 -
Where in Space	49 -
Where in Time	34 -
Where in USA	34 48
Where in World	34 -
Where in World Dlx	49 -
Champions	Dec -
Dagger of Amon Ra	42 42
Day of the Tentacle	37 -
Deja Vu 1 & 2	31 25
Elvira 2	43 -
Freddy Pharkas	42 -
Indy Jones/Fate Atlantis	39 37
Leisure Suit Larry 5	42 42
Lost File Shreck Holmes	28 -
Lost Treasures Infocom	33 42

### AD&D Gold Box Series

All SS Gold Box titles are now on for \$19! Ex. Pool of Radiance, Gateway to the Savage Frontier, Champions of Krynn, Treasure of the Savage Frontier, and many more!

Maniac Mansion 2	37 -
Police Quest 3	42 -
Return of the Phantom	38 -
Sam & Max Hit Road	38 -
Savage Empire	39 -
Sea Team	39 -
Street Fighter 2	37 -
Uninvited (Windows)	38 -
Veil of Darkness	37 -



**IBM \$37**

**Companions of Xanth**  
Explore Piers Anthony's magical world of mythic wonders and become a player in a game where the stakes are the existence of magic. Intuitive design.

### Future

IBM Mac	
Battletech Powerhits	20 -
Bloodnet	38 -



**IBM \$38**

Cyberspace	Nov -
Domination	39 -
Dune	25 -
Dune 2	37 -
Flashback	32 -
Gateway	38 -
Gateway 2 Homeworld	38 -
Masters of Orion	39 -
Mechwarrior 2	Dec -
Out of this World	37 37
Privateer	49 -
Speech Pack	17 -
Prolostar War Frontier	42 -
Ringworld: Revenge Patr	37 -
Space Hulk	39 -
Star Control 2	37 -
Star Trek 25th Anniv	36 -
Star Trek: Next Gen.	Nov -
Strike Commander	49 -
Speech Pack	19 -
Syndicate	43 -
Terminator/Rampage	43 -
Ultrabots	38 -
Wing Commander 2	20 -
Spec. Ops 1 & 2	15ea -
Speech Pack	16 -
Wing Commandr Acndry	33 -
X-Wing	42 -
Imperial Pursuit	19 -
B-Wing	19 -

### Hint Books

Civilization/Rome 640k	12
Clouds of Xeen	15

### Red Crystal

Seek out the seven secrets of life! You forge through the evil that lurks in the depths of the eerie dungeons, ominous castle towers and the savage country side. Modern Play.

Darkside of Xeen	13
Eye of Beholder 3	10
F-15 III	16
Falcon 3.0	17
Legends of Valor	10
Lost Files Sherlock Holmes	11
Might & Magic Off. Guide	12
Might & Magic 3 or 4	13 ea
Quest for Clues Series	
Book of Orbs	12
Manual of Swords	12
Books 3 or 4	19ea
Railroad Tycoon	12
Realms of Arkania	14
Ringworld	8
Run 5 Magazines	5ea
SIMEarth, Strategy Guide	12
SIMLife, Strategy Guide	12
Star Control 2	11
Strike Commander	10
Ultima, Official Book	12
Ultima 7	10
Ultima 7 Part 2	12
Ultima 7/Underworld 1	11
Ultima Underworld 1 or 2	11ea
V for Victory: Battle Book	12
Windows Shopper Guide	30
Wing Commander 1 & 2 Bk	12
Wizardry 6 (Bane)	10
Wizardry 7 (Crusaders)	13

### Hardware

IBM Mac	
CH-Flightstick	40 -
CH-Flightstick Pro	64 -
CH-Virtual Pilot	68 -
Gravis Eliminator Card	29 -
Gravis Joystick Pro	39 -
Mitsumi Internal CD Rom Drive	
w/350 ms Seek	189 -
Pilot Control Stand	26 -
Pro Audio Spectrum 16	199 -
Pro Audio Spectrum Plus	145 -
Soundblaster ASP 16	235 -
Soundblaster Pro Dlx	130 -
ThrustMaster Series	
Flight Stick	86 -
Flight Stick Pro	102 -
Game Card	29 -
Rudder Pedals	109 -
TSRS	12ea -
Weapons Control	69 -



**IBM \$39**

### November Specials

IBM Am	
B-17 Flying Fortress	19 -
Command HQ	15 -
Crisis in the Kremlin	19 -
Eye of the Beholder 1	19 -
Eye of the Beholder 2	19 -
Global Effect	17 -
Leisure Suit Larry 5	19 -
M-1 Tank Platoon	19 -
Megomania	19 -
No Greater Glory	22 -
Paladin 2	25 -
Siege & Dogs of War	19 -
Silent Service 2	19 -
Space Quest 4	19 -
Summoning	19 -
Wizardry 6	19 -

### Masters of Orion

This sci-fi strategy program surpasses any other in its class in both size and scope. Features ten different alien races and up to five different computer opponents.

### Viking Ratings

Betrayal at Kronor	A	Space Hulk	B
Clash of Steel	A	Stronghold	B
Day of the Tentacle	A	Syndicate	B
Pax Imperia	A	V for Victory Series	A
Pirates! Gold	B	War in Russia	B
Privateer	A	Warlords 2	A

### CD-ROM TITLES

IBM Mac		IBM Mac		IBM Mac	
7th Guest	57 -	Day of the Tentacle	42 -	Mad Dog McCree	35 -
12 Rds to Gettysburg	42 42	Dune	56 -	Myst	Dec -
Agals: Guardian Fleet	Dec -	F-15 III	39 -	Prince of Persia	57 -
Battle Chess Enhanced	47 47	Great Naval Battles	49 -	Privateer	Dec -
Blade	57 -	Iron Helix	59 -	Sherlock Holmes Series	
Bloodnet	42 -	It's a Wonderful Life	46 -	Consulting Det. #1	47 47
Buzz Aldrin Race/Space	57 -	Jet Pack	37 -	Consulting Det. #2	47 47
Challenge 5 Realms	Oct -	Kings Quest 5	42 -	Consulting Det. #3	47 47
Chessmaster 3000	57 -	Kings Quest 6	47 -	Star Trek 25th Annivers	47 -
Chopper Pack	33 -	Kings Ransom	37 -	Tony Larussa 2	53 -
Conquest of Longbow	42 -	Legend of Kyrandia	42 -	Underworld 1/Wing Co 2	47 -
Cyberspace	Oct -	Loom	47 -	Ultima 1-3 Bundle	53 -
Dagger of Amon Ra	42 -	Lost Treasures Infocom 1	47 47	Ultima Underworld 1&2	53 -
Dark Sun	Dec -	Lost Treasures Infocom 2	37 37	Wing Commander 2 Dlx	29 -



For information and release dates **1 (404) 840-7906**  
 To place orders in U.S. and Canada **1 (800) 852-6187**  
 Fax **1 (404) 840-7925**

2980 Lake Colony Drive, Suite 3, Norcross GA 30071  
 Please have credit card ready! Open Saturdays 10-5.

## Shipping Rates/Hours

UPS Rates: Ground: \$5.00 3-day air \$8.00  
 2-day air 7.00 AK & HI. 12.50  
 COD add 5.00 Overseas Call  
 Mail Rates: AK & HI: 6.00 Canada: 6.00  
 Prices subject to change, so call first!  
 Hours: Mon-Fri 10am-8pm(EST)  
 7am-5pm(Pacific)

**SAME DAY SHIPPING UNTIL 8:00 PM EASTERN TIME!**

# Strategy/Simulations/Sports

## Pre-WWII

	IBM Mac
AD&D Stronghold	38 -
Air Duel	37 -
Ambush at Sonnor	38 -
Ancient Art War Sites	37 -
Archon Ultra	38 -
Bloodstone	26 -
Blue & the Gray	43 -
Caesar	38 -
Cohort 2	19 -
Castles	36 Oct
Northern Camp	19 -
Castles 2	37 Oct
Centurion	16 -
Civilization	38 39
Civilization Master Edit	45 45
Civilization Windows	75 -
Cohort 2	19 -
Command H.Q. Classic	22 -
Conquered Kingdoms	37 -
Add on Disk #1	25 -
Conquest of Japan	38 -
D&D Fantasy Empires	38 -

## World War II

	IBM Mac
Aces of the Pacific	47 -
WWII 1945	25 -
Aces Over Europe	42 -
Campaign Dsk #1	Oct -
B-17 Flying Fortress	38 -
Battle of South Pacific	37 -
Battle tank Barbarossa	39 -
Camers at War	42 42
Construction Kit	37 37
Carrier Strike	42 -
Expansion Dsk #1	21 -
Clash of Steel	43 -
Fleet Commander	Oct -
Fleet Med	49 -
Grand Fleet	39 -
Great Naval Battles	42 -
Super Ships/Atlantic	19 -
Scenario Builder	25 -
America/Atlantic	19 -
Bundle	49 -
Grigsby's War in Russia	47 -
High Command	44 -

## Modern

	IBM Mac
A-10 Warthog	94 -
A Line in the Sand	19 -



**Victory at Sea**  
 Designed by Jim Dunnigan, Victory at Sea will be the pre m ere grand strategy Pacific Theater game on the market due to it's game depth and ease of play

**IBM \$45**

Buzz Aldms Race/Sace	42 -
Commonche Max Ovrkl	43 -
Expansion Dsk #1	25 -
Expansion Dsk #2	25 -
Conflict Korea	19 -
Conflict Middle East	19 -
Crisis in the Kremlin	19 -
Empire Deluxe	38 -
Scenario Disk	20 -
Empire Deluxe (WIN)	38 -
F-117A Nighthawk	28 -
F-14 Fleet Defender	Dec -
F-15 2 Classic	22 -
F-15 III	38 -
Voice Commander	18 -
Falcon 3.0	45 -
Mig-29	33 -
Op. Fighting Tiger	25 -
Falcon MC	42 -
Flight Sim 5.0	45 -
Grandest Admiral	Dec -
Gunship 2000	26 -
Campaign Disk #1	22 -
Halls of Montezuma	28 29
Harpoon	28 39
Battleset 2 or 3	19 -
Battleset 4	23 26
Harpoon Dsgnr Sries16	32
Harpoon Dsgnr Sries 2	28 28
Harpoon Signature Edit	49 49
Harpoon 2	49 Oct
Harmer Assault	37 -
Jet Fighter 2	42 -
Jump Jet	38 -
M1 Tank Platoon	29 -
MacArthur's War	32 -
Patriot	25 -
Perfect General	37 -
WWI Scenario	22 -
Great Battles 20th Cen25	
Red Sky at Morning	38 -
Red Storm Ring Classic22	
Seal Team	38 -

## Sci-Fi

	IBM Mac
Armour Geddon	32 -
Armored Fists	38 -

**Victory at Sea**  
 Designed by Jim Dunnigan, Victory at Sea will be the pre m ere grand strategy Pacific Theater game on the market due to it's game depth and ease of play

Battle Chess 4K (VGA)	32 -
Battle Chess 4K (SVGA)37	-
Battle Cruiser 2400 A.D.TBA	-
Big Manknd Ful.Space	Dec -
Cyber Empires	32 -
Global Effect	19 -
Global Conquest	19 -
Lunar Command	Oct -
Maelstrom	42 -
Mantis	41 -
Speech Pack	19 -
Masters of Orion	39 -
Mechamander	Oct -
Mechwarrior 2	Dec -
Megomania	19 -
Mercenaries	37 -
Mercenaries 2	Dec -
Pax Imperia	Oct 43
Privateer	49 -
Speech Pack	17 -
Reach for the Stars	26 28
Rules of Engagement 2	38 -
Spaceward HO!(WIN)	37 -
Spaceward HO!(DOS)	37 -
Spectre	37 -
Star Control 2	37 -

## General

	IBM Mac
A-Train	42 42
Const. Set	24 24
Air Bucks	37 -
Battles of Destiny	37 -
Battlechess	22 32
Battlechess (Windows)	32 -
Battlechess 4000 VGA	32 -
Battlechess 4000 SVGA	37 -
Buzz Aldms Race Space	42 -
Civilization	38 38
Civilization Windows	42 42
Civilization MPE	45 45
Command HQ Classic	22 -
Design Your Own R.R.	38 -
El-Fish	37 -
Empire Deluxe	38 -
Flight Sim 5.0	Dec -
Global Conquest	39 -
Goblins	37 -
Grand Slam Bridge 2	34 -
Grandest Admiral	Dec -
Hong Kong Majong Pro	32 -

## Sports

	IBM Mac
4-D Boxing	16 31
APBA Baseball/WIN	44 -
ATP Tennis	31 -
All Amer Coll Ftbl 92	37 -
Andretti's Race Chall	18 -
Bill Elliot Nascar	32 32
Car and Driver	37 -
Front Page Football Pro	48 -
Grand Prix	37 22
Hardball 3	37 -
M.B.P.A. Players Disk	15 -
Stadium Dsk	18 -
Hockey League Sim2	28 -
John Madden Football 2	31 -
Jordan in Flight	38 -
Links 386 Pro	42 -
Baniff Springs	19 -
Belfry	19 -
Innisbruck	19 -
Mauna Kea	19 -
Pinehurst	19 -
Microleague Baseball 4	33 -

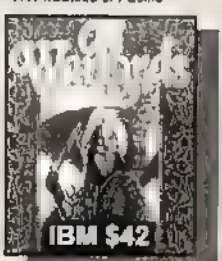
## Speed Racer

Fiery crashes, icy mountain roads, and high speed leaps over rocky chasms. Drive the MACH 5 versus Racer X or Snake Oiler and the car acrobatic team.



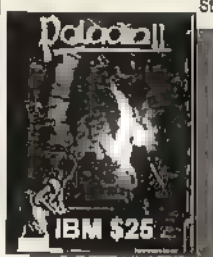
D&D Stronghold	38 -
Battles of Civil War Series	
Vol.1	26 32
Vol.2	26 32
Vol.3	26 32
Dominion	39 -
Gettysburg	32 -
Gold of Americas	28 30
Great War, The	42 -
Thinda	37 -
Jagged Alliance	Oct -
L'Emperuer	38 -
Liberty or Death	38 -
Man of War	39 -
Merchant Colony	19 -
No Greater Glory	22 -
Pauldun 2	25 -
Pirates! Gold	39 -
Populous 1	16 -
World Editor	15 -
Populous 2	38 -
Powermonger	31 -
Prelude to Julland	26 -
Railroad Tycoon Classic	22 -
Railroad Tycoon Deluxe	22 -
Rampart	19 -
Red Baron	42 42
Mission Builder	19 -
Seven Cities of Gold	32 -
Sid Mer Civil War	94 -
Siege & Dogs of War	19 -
Spous of War	37 -
Uncharted Waters	43 43
Vikings Fieids Conquest	37 -
Warlords	37 -
Warlords 2	42 -

Pacific War	47 -
Panzer Battles	28 28
Red Sky at Morning	38 -
Rommel North Africa	26 29
Secret Weapons Luftwaf	44 -
DO-335	20 -
HE-162	20 -
P-38	10 -
P-80	30 -
Silent Service 2 Classic	22 -
Task Force 1942	35 -
V for Victory Series	
Gold Juno, Sword	39 39
Kasserine Pass	DecDec
Market Garden	43 43
Stalingrad	DecDec
Ulah Beach	43 43
Veliky Loka	43 43
Victory Pack	44 44
Victory at Sea	43 43
Western Front	22 -
WWII Battles of Pacific	



## Warlords 2

Play the sequel to the highly addictive, award winning, Warlords! Now Warlords 2 gives you more lands and races to conquer, a random map generator, and more!



Legions 2	38 -
Strike Commander	49 -
Speech Pack	19 -
Tactical Disk #1	20 -
Strike Squad	38 -
When Two Worlds War	38 -
Wing Commander 1	19 -
Secr Masn 1 & 2	19 -
Wing Commander 1 Dlx	49 -
Wing Commander 2	49 -
Spec Ops Disk 1 & 219ea	
Speech Pack	13 -
Wing Commander Acad	33 -
X-Wing	42 -
Add on Disk	20 -
8-Wing	19 -



Incredible Machine	32 -
Incredible Machine 2	32 -
Lemmings 2	37 -
Lost Admiral	38 Sep
Lost Admiral Enhanced	Dec -

## Paladin II

The long awaited sequel is no dis counted for the holi days! As an appren tice in the Order of Paladin you must earn the title of Pa adlin by undertak ing perious quests.

Perfect General	38 -
WWII Disk	22 -
Great Batt.20th Cen	25 -
Perfect General EnhancDec	-
R.R. Tycoon Classic	22 -
R.R. Tycoon Deluxe	38 -
SimCity Supreme	- 37
SimCity Supreme 2	- 47
SIMCity 2000	Dec -
SIMEarth	42 42
SIMEarth (Windows)	42 -
SIMFarm	32 42
SIMLife	42 42
SIMLife (Windows)	47 -
Socrates V.3.0 Chess	Dec -
Solitaires Journey	38 -

## Pax Imperia

The ultimate multi- p ayer strategy ad- venture casts you as the leader on an ex- panding empire. You must lead your people into the vast frontiers of space

NCAA Road to Fnal 4	38 -
NFL Challenge	56 -
NFL Coaches Football	33 -
NFL Video Pro Football	47 -
Pro League Baseball	37 -
Stratomatic Baseball	42 -
Tony Larussa Basbal 2	37 -
92' Stats Disk	12 -
AL/NL Stadium's	18 -
Fantasy Draft	12 -
Wayne Gretzky 3	37 -
Hockey Lega Sim	28 -
Wilson Pro Golf	27 -
World Circuit	33 -

## Keyboard Overlays

A-10 Tank Killer	10
Aces of the Pacific	10
B-17 Flying Fortress	10
Chuck Yeager Flight	10
Commonche Max Ovrkl	10
F-15 Strike Eagle 3	10
F-117A Nighthawk	10
Falcon 3.0/3.01	10
Falcon 3.0 Pro	19
Flight Simulator 4.0	10
Gunship 2000	10
Secret Weapons Luftwaf	10
X-Wing	10





# AN EXTRA LOAD OF LANDRY

## Merit Software Updates *Tom Landry's Strategy Football*

by Jim Gindin

When Tom Landry coached the Dallas Cowboys, he was known as a master strategist. He stood calmly on the sidelines during games, dressed like a professional on his way to the office. He never called attention to himself, and he humbly passed on the credit for his success to his Maker.

While he was doing this, of course, he simply coached the jocks off countless opponents. He constantly devised new defenses to confound the complex offenses of the 1960s, 70s and 80s, and he tailored his offenses to make the most of the specific skills of the men who played for him. When fans think about strategy football, they think about Tom Landry.

And that's clearly what Merit Software had in mind when they hired Landry to help put together *Tom Landry's Strategy Football*, and their latest release, *TLSF Deluxe Edition*. Unfortunately, Merit Software ran into the same problem all artificial intelligence programmers meet: it is impossible to shrink wrap the human brain. It is impossible to take Tom Landry and his football vision and package them off to the nearest software store—at least not in the 3.1 megabytes of hard disk space *TLSF Deluxe* requires.

*TLSF Deluxe* was designed to meet a specific need within the football simulation genre: teaching the strategy of football. Plenty of games allow users to design playbooks, and many of these same games explain the ins and

outs of defensive formations and allow fancy pass patterns, but *TLSF Deluxe* provides the next step. Before any offensive or defensive



play, the gamer can click the "Landry" button. This generates a screen full of information amounting to Landry's assessment of the game situation, the expectations of the opponent, and a recommended plan of action. "Landry" will even suggest a play.

Using this interface, players learn more about game specifics. A football fan can understand the dilemma inherent in coaching against a team with an excellent running back. Should he constantly key the defense to follow that back and risk having the defense shredded by the passing game? Or should he let the runner get his hundred-yard output and try to keep the of-

fense from scoring on big plays?

Like Landry himself, the game is not flashy. It comes with one high-density disk (3.5" version) and a well-written 50-page manual. It's so elegant that installation takes only about one minute on a 486-based machine. *TLSF* includes on-line "documentation" (an encyclopedia of terms used in the game that turns out to be invaluable) and uses a simple mouse-driven basic interface with windows and click boxes, mostly in the gray, white and blue Cowboy colors. While there isn't a lot of complexity in the package, it's refreshing to see a game which does not contain major programming bugs.

The Deluxe version is the same engine that drove the first version. League play was added, as was the ability to edit player ratings and print rosters and other information. Some new formations and pass patterns were added.

### Exes and Ohs

This is not an action game, so most of the product is centered around football strategy. Rather than providing a playbook, *TLSF* offers a set of formations and options. A typical play might involve selecting the "power-I" formation, "right side" as the "strong" side of the formation, "inside run," "counter left" as the running play and "halfback" as the ball carrier. With these options, thousands of plays are available, though only a subset make a lot of sense.

Defense is provided in a similar manner, with would-be coaches choosing from several formations, three types of pass coverage, and available options for individual blitzing, keying on runners, or double-teaming receivers.

Once offensive and defensive setups are chosen, *TLSF* simulates the play. There is a graphics option available, which shows the result of the play, but impatient gamers are likely to turn it off by the end of the first quarter of their first game. The graphics are reminiscent of the early action football games, with the result of the play often having little to do with what is depicted on the screen. Ball carriers run through defenders as

## Tom Landry's Strategy Football



TITLE: Tom Landry's Strategy Football: Deluxe Edition  
PRICE: \$49.95  
SYSTEM: IBM  
REQUIREMENTS: 286-12 Mhz or better (166 recommended), 1MB RAM, VGA graphics, 3.1MB hard disc space, mouse, 1 or 2, (modem to modem optional)  
# OF PLAYERS: Documentation look-up  
PROTECTION: Kerry Batts  
DESIGNER: Merit Software  
PUBLISHER: Dallas, TX  
(800) 238-4277

# Introducing FLIGHTSTICK PRO™ Flying The Best...

Just Got Better.

Look for CH  
Products' VIRTUAL  
PILOT,  
FLIGHTSTICK,  
GAMECARD 3  
AUTOMATIC, and  
our MACH series  
where you buy  
FLIGHTSTICK  
PRO.

FLIGHTSTICK PRO is the ultimate combat stick for total command of the skies. Made to endure the toughest missions, FLIGHTSTICK PRO gives you the winning edge to take on even the worst enemy. With top gun precision, you can view your surroundings, activate radar, blast missiles, thrust into mach speed... all at your fingertips. FLIGHTSTICK PRO includes a four-way switch to control weapons, radar, and viewing for more advanced games plus all the best features of FLIGHTSTICK. Great with flight simulation, auto racing, and any game that uses a joystick. For all IBM compatible computers.

FLIGHTSTICK PRO. The most intense joystick you'll ever fly.



Fly The Best!



870 Park Center Drive • Vista, CA 92083 • Phone: 619-598-2518 • FAX: 619-598-2524

Circle Reader Service #47



if they weren't there and passes disappear into crowds of coverage without resolution. In some cases, nine defenders surround a receiver 30 yards downfield on a long pass play, five defenders standing in line like some helmeted version of the Rockettes.

*TLSF* provides the now-standard VCR interface so users can replay, frame-by-frame, the graphic equivalent of the play. It's kind of like standing too close to an Impressionist painting at the National Gallery: the more detail you see, the less you understand. Still, aside from the graphical limitations, *TLSF*

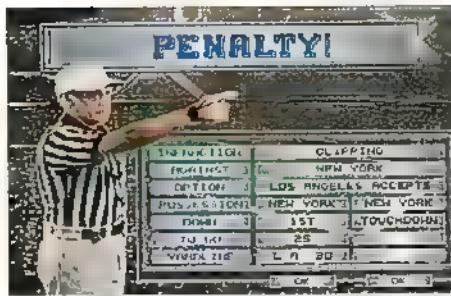


does provide a realistic outcome for individual plays. Runs against run defenses don't gain a lot of yardage. Completion percentages decline against pass defenses.

As a tutorial, *TLSF* stops with the outcome of the play. There is no "Landry post-mortem" button to provide an explanation of what went right or wrong with the play. That would be a welcome addition, providing the user with additional insight into how football is played, but even Landry's advice *before* the play isn't terribly complete. There are only a few advice screens available when the human coach is doing well and there's no mention of the individual strengths of any player.

The game is strongest on single-play simulation, providing a scenario editor complete with weather options so users can try, for instance, repeated attempts to convert a third-and-seven against a pass defense while behind three points on a windy, snowy day late in the fourth quarter. The game as a whole, however, is not as strong.

In the manual, the writers claim that the game keeps track of user play selection. Unfortunately, this only means that the program will use the data to determine the percentage of plays in which it will use a "run" defense versus a "pass" defense. Even with the "player fatigue" option turned on, it was possible to run the same running back on the same counter play with the same formation on every single offensive play in the game. One game featured a strong halfback running 87 times for more than 460 yards and eight touchdowns. Sure, by the fourth quarter the



defense was guessing "run" on most plays, but the counter play kept getting its four yards.

The same held true for the passing game. One receiver caught more than 560 yards' worth of long passes in one game. Another made 66 short receptions in another game. Every single pass is thrown to the primary receiver, except for long passes when a "hot receiver" is allowed. Yet, this secondary receiver is rarely the quarterback's target. No matter how many times the same play is run, the computer "Landry" only provides a vague warning about mixing up play selection and using different receivers.

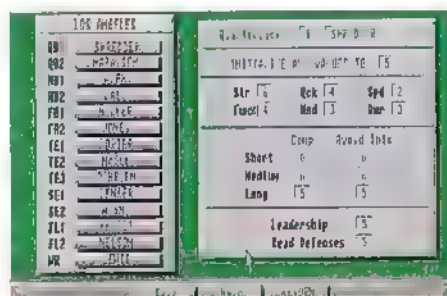
## A League Option Of Its Own

League play is possible with *TLSF*. The game comes with a good scheduling algorithm, and is designed for single-season replay. Computer versus computer game play allows simulation of an entire week's worth of games in about two minutes on a 486-based machine. The game even understands the NFL's complex formulae for determining playoff entry.

When left on its own, results are fairly realistic, with individual season totals a little high due to the fact that injuries and fatigue are rare. Alas, the game only tracks a few statistics, with no mention at all of defensive players, so statistics buffs will be disappointed.

The computer's AI provides balanced, uninspired play selection. A knowledgeable human coach should garner more wins than losses against the AI. For the most part, the AI will stay within the realm of accepted football strategy and won't recognize many unusual situations.

*TLSF Deluxe* comes with 1992 teams. Since



Merit Software did not get permission to use NFL team names, logos or player names, the teams only mirror the NFL in terms of cities, divisions and approximate strengths. True to form, Dallas is nearly unbeatable. Individual players are ranked from one to nine in several categories. Dallas, for instance, has players with nine ratings in most categories. New England, the worst team in the league last year, has a lot of "fours" in many key individual categories. The ratings make a difference, but it is possible to field a team of "ones" in every category on defense and still win an occasional game. So the difference between a "six" and an "eight" is very, very small.

*TLSF* allows users to edit team and player ratings and create leagues with a variety of structures. (Just remember to use the return key when saving lineups or any customized changes will mysteriously disappear.) Only 32 players are provided with each team, including four special teams return men. No individual linemen exist on either offense or defense, which greatly limits the variety and enjoyment of putting together a good running attack.



Because *TLSF* can't use real player names, the programmers made up their own. Many names are based on real players. "R. Peety" and "B. Where" quarterback for Detroit, where Rodney Peete and Andre Ware share duties in real life. Philadelphia features "Travolta," "Stallone" and "Hoffman" on defense. In a form of political commentary rare in the sports game industry, "B. Clinton" and "A. Gore" quarterback the pitiful New England squad.

## The Post-Game Rap

In the on-line documentation, Merit's programmers write, "No game could ever be big enough to encompass all of his [Landry's] knowledge." That's certainly true, but if they had managed to digitized even half of his persona, this game could have had some of the feel of coaching in the NFL. As it is, *TLSF's* use of Tom Landry's picture on the box is a lot like Hallmark marketing itself with the image of William Shakespeare. **CSW**



# ComputAbility

Since 1982  
Consumer Electronics

## Top Titles at the Lowest Prices!

Call Us On Our US/Canadian Toll Free Number!  
HRS (CST): M-F 8am-8pm, Sat 11am-5pm FAX: (414) 357-7814  
P.O. Box 17882 Milwaukee, WI 53217

### SOUND CARDS

**CREATIVE**  
CREATIVE LABS, INC.

**SOUND  
BLASTER 16  
Multi-CD**

**\$159**  
with Advanced  
Processor  
**\$195**

**SOUND  
BLASTER 16  
SCSI-2**

**\$179**  
with Advanced  
Processor  
**\$209**

**MEDIA VISION**

**PRO AUDIO  
SPECTRUM 16**

**MPC**  
Multi media PC  
**\$155**

**NEW • NEW • NEW**  
**Pro Audio Studio 16XL**  
**\$325**

### MODEMS

**ZOOM**

**FREE**  
Probing Starter Kit  
with purchase of any  
Zoom Modem!

V.32 bis Send/Receive 14,400 for DOS or  
Windows Int / Ext ..... \$125/\$155  
V. Fast Class 24.4 bis  
VFX25K Int / VFX24K Ext ..... \$169/\$195

**Supra Corporation**

Supra Fax Modem V.32 bis, Internal  
Fax Software, DOS/Windows ..... \$135  
SupraFaxModem V.32 bis, Ext. alone \$225  
Fax Software DOS/Win ..... \$235

### JOYSTICKS

#### Advanced Gravis.

Analog Joystick ..... \$32  
Eliminator Game Card ..... \$30  
PC MouseStick ..... \$75

#### CH Products.

Virtual Pilot Virtual Pilot Pro \$69, \$89  
Flight Stick ..... \$39  
Hi Speed Adaptor ..... \$19  
Gamecard 3-Aut / Gamecard 3-PS ..... \$49  
MACH 3 Joystick ..... \$29

#### Maximum

MAXX Flight Yoke ..... \$65  
MAXX Pedal ..... \$39

#### Kraft:

Kraft KC3 ..... \$17  
Kraft Trackball w/Foot Controller ..... \$55  
Kraft Thunderstick ..... \$27

#### Thrustmaster

Flight Control ..... \$75  
Weapons Control Mark II ..... \$99  
Rudder Pedals ..... \$119  
Thrustmaster Pro ..... \$119

### IBM

A320 Airbus	43.95
Aces of the Pacific	44.95
Aces of the Pacific WWII 1948	19.95
Aces Over Europe	39.95
Alone in the Dark	34.95
Ambush at Salinas	37.95
Archer Jim	37.95
Bone of the Caspian Forge	34.95
By Royal at Kender	39.95
Clash of the Titans	25.95
Blow and the Gray	38.95
Bridge 7.0	29.95
Bustyn	34.95
Carnet Strike South Pacific	39.95
Carriers at War	39.95
Carriers at War Construction Kit	34.95
Carriers at War II	39.95
Castles II	34.95
Challenge of the Five Realms	39.95
Civilization	44.95
Claude of Xan	39.95
Coman M.O.K. & Disk #1 Endi	42.95
Coman M.O.K. M.O. Disk 1 or 2	28.95
Comparisons of Xanth	34.95
Conquered Kingdoms	24.95
Crusaders of the Dark Savant	39.95
Cyber Race	39.95
D&D Fantasy Empires	37.95
Dagger of Amos	39.95
Dark Side of Xan	41.95
Dark Sun, Shattered Lands	47.95
Day of the Tentacle	34.95
Deloit	34.95
Dino Park Tycoon	34.95
Dinosaur Adventure	29.95
Dominion	37.95
Dr. Floyd's Desktop Toys	24.95
Dr. Quandy	29.95
Duke II	33.95
Quigley's Hack	37.95
Dyna Quest	25.95
Earthquake! Explorer	34.95
Equestrian II	25.95
El Fish Electronic Aquarium	34.95
Elle 2	39.95
Empire Deluxe	34.95
Eric the Unready	34.95
Eye of the Beholder Trilogy	47.95
F-16 Strike Eagle II Limited Ed	51.95
Falcon 3.0	44.95
Falcon Disk 1 Oper Fighting Tiger 24.95	
Fantasy Empires	37.95
Flashback	31.95
Flight Assignment: Air Force	39.95
Flight Sim. Aircraft	
Scenery Desuper	29.95
Flight Sim. Pilot's Power Tools	24.95
Flight Sim. Scenery Collection	
Great Britain	34.95
Flight Sim. Toolkit	58.95
Flight Simulator 5.0	39.95
Forgotten Castle	47.95
Freddy Pharkas	39.95
Front Page Sports Football Pro	44.95
Gabriel Knight	39.95
Gambini	37.95
Gateway I or II	34.95
Geekwad Games of the Galaxy	21.95
Global Domination	34.95
Great Scam Bridge	31.95
Great Naval Battles Admirals Pack 48.95	
Great Naval Battles America	
in the Atlantic	20.95
Great Naval Battles	
Super Ships in the Atlantic	20.95
Great Naval Battles	
Scenario Builder	25.95
Great War 1914-1918	39.95
Dreg, Ironclad Bicycle	31.95
Gunship 2000 VGA	31.95
Gunship Scenario & Miss. Builder 24.95	
Hand of Fate	36.95
Hard Ball, III Diamond Collection	39.95
Harpwood Designers Series II	25.95
Harrier Assault	34.95
Heirs to the Throne	34.95
High Command	41.95
Hitler's Guns	34.95
Hoyle's Book of Games 3	29.95
Human Calculator	24.95
Indy Jones 4 Fate of Atlantis	34.95
Innocent Until Caught	34.95
J. Nick's Signature Golf	39.95
Jordan in Flight	20.95
Jurassic Art	48.95
Kasparov & Gambit	37.95
Kid Pir Companion	24.95
Kid Pir's Windows	36.95
Kid Wars 2	34.95
King's Ransom	31.95
King & Quest: 5 Enhanced	39.95
King's Quest 6	44.95
Kings Table	24.95
Kroning	39.95
Kyo Deluxe	24.95
Lands of Lore	33.95
Legacy The	39.95
Legends of Valor	17.95
Leisure Suit Larry 5/6	24.95, 39.95
Lemmings	19.95

Lemmings II	31.95
Legend of Kyandia 2	37.95
Lenny's Music Tunes	39.95
Links 388 Pro	38.95
Links Banli Springs for 388 Pro	19.95
Links Marina Keel for 388 Pro	19.95
Links Pebble Beach for 388 Pro	24.95
Lord of the Rings II: Two Towers	34.95
Lost in Time	34.95
Magic Candle II	37.95
Mario vs. Missing	34.95
Mario vs. Missing City Disk	17.95
Max & of Orion	24.95
Mech Magic	25.95
Mechanizer II: The Clans	41.95
Metal and Lace	29.95
Monopoly Deluxe Windows	27.95
More Incredible Machines for Win	29.95
More Incredible Machines	34.95
Mortal Combat	34.95
Mutual Lamp Chess Maniac	41.95
NFL Coaches Club	34.95
NHL Hockey	42.95
No Greater Glory	18.95
Nomad	24.95
Operation Neptune	34.95
Origin FX Screen Saver	25.95
Pacific Strike	49.95
Pacific Strike Speech Pack	17.95
Pacific War	44.95
Pacific Wars	44.95
Perfect General	34.95
Perfect General	
General Battles 21st Century	21.95
WWII Scenario Disk	21.95
Peter Pan Story Painting	31.95
PGA Tour Golf Course Disk for Win 17.95	
PGA Tour Golf for Windows	37.95
Limited Ed. Course Disk	17.95
Pinball for Windows	29.95
Playroom 2.0	29.95
Police Quest II or IV	39.95
Polar Shark	19.95
Posthomic Bridge	48.95
Prince of Persia II	39.95
Print Shop Deluxe Comic Char	27.95
Printshop Deluxe 1.2 DOS or Win	44.95
Privateer	47.95
Privateer Speech Pack	17.95
Prize Star War on the Frontier	39.95
Pull Pull Goes to the Moon	31.95
Pull Pull Joins the Parade	31.95
Quacky Turbo Science	29.95
Quarter Pole	29.95
Quest for Glory 3 or 4	39.95
Raiders of the Lost Ark	39.95
Reach for the Skies	16.95
Reader Rabbit 2	24.95
Realms of Arkana	34.95
Red Baron	39.95
Red Crystal	34.95
Return of the Phantom	34.95
Rex Nebular	39.95
RingsWorld: Palatarch's Revenge	34.95
Risky Woods	23.95
Romance of the 3 Kingdoms II	39.95
Royal Flush	29.95
States of Engagement II	39.95
Science Adventure 2.0	34.95
Scrabble Deluxe Edition for Win	17.95
Sea Team	37.95
Secret Weapons of the Luftwaffe	39.95
Serpent Isle (UT Part 2)	47.95
Seven Cities of Gold	31.95
Shadow Caster	41.95
Shadowgate for Windows	31.95
Shantae on Bridge for Windows	29.95
Shantae on Bridge Enhanced	44.95
Sim Ant DOS/Windows	28.95/4.95
Sim City 2000	39.95
Sim City Classic	24.95
Sim City DOS/Windows	29.95/4.95
Sim Earth / Windows	29.95/2.95
Sim Farm	29.95
Sim City	29.95
Slater and Charlie Go Camping	29.95
Smoking Gun Windows	25.95
Soldier's Journey	34.95
Speed Racer	24.95
SpellCasting 301	34.95
Spo. Swims	29.95
SSNM 21 Seawall	42.95
Star Trek Judgement Titles	34.95
Star Trek The 25th Anniversary	34.95
Star Trek	44.95
Star Trek Game	29.95
Star Trek II	34.95
Star Trek Commander	36.95
Speech Accessory Pak	17.95
Tactical Special Operations 1	20.95
Strike Squad	37.95
Strip Poker 3	29.95
Strip Poker Data Disks #2 - 46	48.17.95
Strip Poker Pro	
Data Disks #1 & 46	17.95
Strip Poker Pro VGA	20.95
Stronghold	37.95
Super-VGA Harrier	47.95
Syndicate	36.95
TA Break Pinball	29.95
TA Break Pinball	29.95

Tales of Magic: Proph. Shadow	24.95
Task Force 1942	39.95
Task Force Admirals Pack	44.95
Terminator Chess	31.95
The Dig	39.95
The Fighter	39.95
Tom Landry Deluxe Edition	27.95
Tony LaRossa Baseball II	37.95
Tomato	47.95
Tomato Limited Edition	56.95
Ultima Trilogy	49.95
Ultima Underworld II	47.95
Ultima VII	47.95
Ultima VII Part 2 Silver Seed	20.95
Ultima VIII Pagan	47.95
Ultimate 3.5	37.95
Uncharted Adventure	34.95
Uncharted Windows 3.5	25.95
Unnecessary Roughness	34.95
V for Victory #4. Gold June Sands	42.95
Vehicle Cam	34.95
Vell of Darkness	17.95
Victory of Sea	42.95
Victory Pack	42.95
Video Jam	31.95
Walls of Rome	37.95
War in Russia	44.95
Warlords II	39.95
Wayne Gretzky 3	34.95

When Two Worlds War	34.95
Where	29.95
Where... Carmen Port	29.95
Where... Carmen San Diego	29.95
Where... Carmen Space	39.95
Where... Carmen Space Deluxe	44.95
Where... Carmen USA Deluxe	39.95
Where... Carmen World Deluxe	39.95
Winball for Windows	25.95
Win Commander Academy	31.95
Win Commander Deluxe	
Secret Missions Bundle	20.95
Win Commander II	20.95
Special Operations 1	14.95
Special Operations 2	14.95
Wizardry Trilogy	34.95
World Atlas 4.0 Windows	44.95
WW - Battles of the South Pacific	34.95
X Wing	39.95
X Wing Mission 1	19.95
Yserbius	24.95

Software available only on  
3.5" disk or premium  
packs. No individual 5.25"  
disks are available

### VIDEO BOARDS

**DIAMOND**

Speedstar Pro 1MB 24bit 1280x1024	\$115
Stealth 24 ISA / VLB	\$135 \$155
Stealth 12.5G 3.5" 1024x768	\$199
Stealth Pro SVGA ISA 1280x1024 16 color	
1MB / 2MB	\$235 \$329
Stealth Pro VLB 1MB 2MB	\$245 \$329
Viper VLB 2MB	\$399



### Number Nine

95XE 1230 x 1024 NI SVGA	\$279
LV 10 12MB	\$349
LV 11 24MB	\$349
LV 12 32MB	\$449



### ATI Technologies

**Graphics Ultra Plus**  
No compromise Graphics for  
Windows & Multimedia Video!  
1 MB / 2MB ..... \$209 / \$229

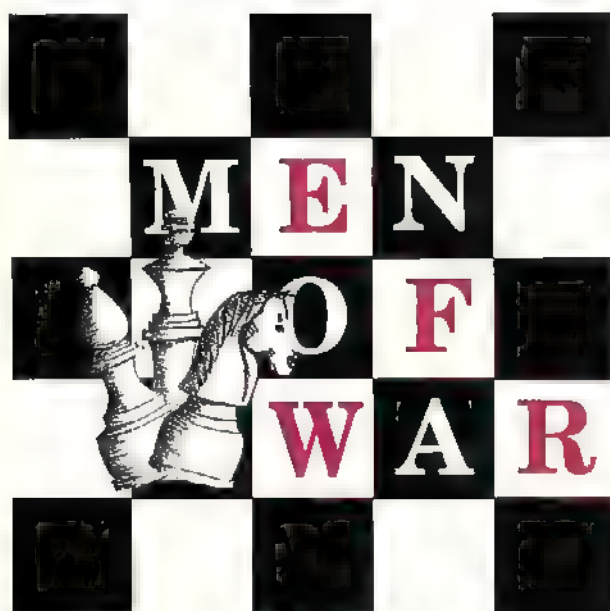
**Graphics Ultra Pro - 2MB**  
Professional Graphics & Multimedia Video for the  
Uncompromising User! VLB EISA ..... \$349 \$375

**800-554-9925**

- One of Wisconsin's Top 10 Western United Businesses
- Corporate Government & School PCs Welcome
- VISA MasterCard
- No Surcharge on Credit Cards
- Most Orders Shipped within 48 Hours
- Software Shipping only \$5 per order not possible Hardware \$9.95 Min \$5
- C.O.D. orders welcome with only a \$6.00 charge
- We Ship Latest Versions of Software Available
- All Products Sold Carry Manufacturers Full Warranties & Documentation
- AFO, IPO, IIE, AK
- Puerto Rico & Canadian orders welcome \$6 Min. \$6 International Orders Shipped First Class Mail Insured
- 1-800-554-9925 If mail cost exceeds indicated amount will be billed additional
- Call for Free Catalog & Return Not Listed

© 1993 ComputAbility, Inc. All rights reserved. ComputAbility, Inc. is a registered trademark of ComputAbility, Inc. All other trademarks are the property of their respective owners.





## Electronic Arts' Kasparov's Gambit

by Bryan Walker

No other game in recorded history has attained the global appeal and enduring elegance of chess. Unfortunately, the electronic glitter of today's gaming venues has made the engrossing subtlety of chess easy to lose sight of. Luckily for chess fans of all skill levels, Heuristic Software has teamed with the energetic and charismatic FIDE World Champion chess player, Garry Kasparov, to produce the next step in PC chess games: *Kasparov's Gambit* (*Gambit*).

Garry Kasparov has been aware that a void has existed in the computer chess industry for some time. The "artificial intelligence" of chess programs has been getting stronger, but little has been done to help the human intelligence on the other side of the board become a stronger player. It's a sure bet that most readers have already had a chess program thrash them repeatedly. For the accomplished player, this level of challenge is fine. However, those trying to learn and enjoy the game can be frustrated by a chess program whose primary concern is victory alone, with no real emphasis on teaching better chess. Opposing this philosophy, *Gambit's* ambitious goal is to challenge a Master chess player, while dramatically improving the casual gamer's play with powerful coaching features.

The installation of *Gambit* is simple and

straightforward, with the \GAMBIT directory taking up a maximum of 11MB of hard drive space. The only difficulty I encountered during installation was configuring *Gambit's* sound drivers to suit my Pro Audio Spectrum 16. However, experience with the PAS16 leads me to believe that *Gambit* was being victimized by a stubborn sound card, instead of vice versa. New gamers will find the manuals clear and concise, explaining installation, possible technical problems, and the game's numerous features well. A brief explanation of the rules of chess is provided, in addition to an enlightening history of the game itself. The story of Garry Kasparov's rapid rise to the World Championship, and the suspicious maneuvers that sought to block it, certainly make interesting reading.

### Book Openings

With computer chess being played on home systems for some 15 years, truly original features are becoming scarcer than hen's teeth. Due to this, owners of previous titles such as *Chessmaster 3000* will find a number of familiar features in *Gambit*. Even though it's a DOS-based program, *Gambit* has an attractive window-based graphic interface that allows individual windows to be sized and moved about the screen. Much like a true Windows application, the player has a great deal of flexibility in designing his own "environment." Moving pieces and selecting options is also a simple point-and-click affair. The VCR-style control panel allows the player to scroll through a game's move list, pause a game in progress, ask for hints, or force the computer opponent to move immediately. Like some earlier titles, *Gambit* also has tutorials, famous games, and various playing boards to select from. The 121 clear and logical tutorials cover the full range of chess fundamentals for the beginning player, and can be sorted and viewed by Color, Theme or Opening criteria. Along with the on-line Help and

Glossary functions, the Tutorials are an excellent way to start from square one.

### Hypermodern Opening

*Gambit* certainly qualifies as a multimedia chess game. Using digitized video clips of Kasparov, the World Champion can provide the player with real-time coaching during a game. Execute a bad move and Kasparov shakes his head saying, "I don't think you're on the right track, now..." An eccentric move causes the puzzled Kasparov to remark "I had not considered this move!" While a number of different clips are present, they began to grate within a day or two and were turned off accordingly. For players in a pinch for hard-



drive space, the 3MB video subdirectory can be deleted with no effect on the game, provided the Video option is turned off in the Coaching Setup panel. Some gamers will likely follow my lead and deactivate the video option, but this feature could be just the ticket to keep a youngster's attention.

While on the subject of player attention, few are going to be able to resist the SVGA graphics mode *Gambit* offers. The 3-D playing boards are absolutely stunning in SVGA, with the pieces sliding and scaling with incredible smoothness. Each of the three different 3-D sets are great show-off items when visitors ask to see what a PC can really do.

### J' Adoube

While other chess programs also have the ability to customize computer opponents, *Gambit* offers a unique and effective approach. The Aggressiveness, Creativity, Attentiveness, Orthodoxy and Strength of each computer opponent can be modified using a simple graphic sliding scale. In addition, the opponent's Opening Prefer-

## Kasparov's Gambit



TITLE:  
PRICE  
SYSTEM  
REQUIREMENTS

PROTECTION,  
DFS CIPHERS  
PUB. ISHER

Kasparov's Gambit  
\$59.95  
BM  
386SX 16MHz, 2 MB RAM (LMS), VGA graphics,  
11 meg. bytes of hard disk space, DOS 5.0 or higher,  
AdLib, SoundBlaster, Pro Audio Spectrum and  
Rend sound cards supported. (486DX, mouse  
512K SVGA card recommended)  
None  
Julio Kaplan, Ralph Nagel, with Garry Kasparov  
Electronic Arts  
San Mateo, CA  
(415) 571-7171

# Fulfill The Ancient Prophecy

## Forgotten Castle™ The Awakening



Your Father, the last king of Alonia, failed his quest to liberate the realm from inhuman tyrants.

Now it's your turn. As Tris, the last heir to the

throne, it's your destiny to match sword and sorcery against the foul Ruzakian Hord. Seek incredible magicks to augment your power as you delve into the conquered city of Hedburg. A virtual 3-D fantasy world awaits your next command - Explore the dangers of the Old City, pit your awesome might against horrible creatures in a dark dungeon. Fight well and you may free the kingdom. Discover the Forgotten Castle and you may learn of your father's fate...

- Cinematic animation sequences unfold stories of mystery.
- Fully digitized musical score and sound effects.
- Combat system has adjustable skill levels.
- Monsters, characters, magic items and props are rendered with full 3-D effects.
- A smooth scrolling virtual world, complete with unparalleled realism for die-hard fantasy role playing enthusiasts!

Circle Reader Service #132





ence can be changed from Tournament/Best, Classical, Hypermodern, Aggressive or the beginner's Starter Book lines with a click of the mouse. Choosing the "Player Preference" option allows the computer opponent to choose the opening strategy suited to its chosen playing-strength values.



Another new feature lies in the animated Analysis Board option. Using this, the player can peek into the problem-solving processes of the game, observing the moves and combinations as they're played out in rapid "what if" fashion. The text portion of this feature displays a number of variables, including the astonishing number of positions per second the computer is calculating.

A very significant new feature *Gambit* brings to the board is the ability to rate the gamer's play using the Elo system. When activated, this feature makes note of the player's strengths and weaknesses, and provides a rating between 800 and 2800. While the ratings seemed to be inflated by 200-400 points, this feature is still very useful to players of all skill levels, becoming increasingly more accurate after 40-50 games have been played. In addition, the game presents a brief text description of the player's tendencies, as well as the strengths and weaknesses of the computer opponents.

## Put Me In, Coach!

Without question, many players are going to find *Gambit's* greatest strengths lie in the Coaching, Hint, Quiz and Famous Game features. The Coaching option provides tactical tips, insights, suggestions and warnings during play, pointing out contingencies that the player may not have considered. The Hint option is a three-stage function that provides increased assistance for a position



each time it's called upon. The first hint will be very general, such as "Move your Knight." The second hint might say "Move your Knight at F3." The third Hint will make the move automatically, allowing the player to see what the program thinks is the best choice. In replaying the huge library of 500 Famous Games, Kasparov's anecdotes and analysis will help players understand the unique flavor of each game. The enlightening commentary on the Famous Games alone is worth the price of admission, as it presents Kasparov's views and alternate strategies in thought-provoking style. Like the Tutorials, the Famous Games can be sorted by Color, Theme or Opening, helping the player follow a particular learning point through several games. Many of the important terms and concepts in Kasparov's comments are highlighted in green, indicating that the player need only click on that word for a full definition from the Help/Glossary feature. The Quiz option is another entertaining and educational feature which can pounce upon an unwary player while viewing a Famous Game. *Gambit* might suddenly ask the player to find the best move at the game's critical juncture, patiently prompting until the correct choice is made. It's a bit of a thrill to suddenly be thrust into the middle of a historic game, with the World Champion asking what to do next!

## Carnivorous Kasparov

For the one percent of players who can actually beat a modern chess program on equal terms, *Gambit* is more than willing to take the kid gloves off. In fact, the "Socrates II" engine at the heart of *Gambit* won the 1993 International Chess Championship of the Association of Computing Machinery. Incredibly, *Gambit's* engine took on the supercomputer-powered "Cray Blitz" program and fought to a draw! With such established performance, I wasn't surprised to find *Gambit* soundly defeating the other chess programs I tested it against in informal competition. With the "Kasparov" computer opponent playing in the full-bore "Serious" mode, the program can play at an Elo rating of around 2400. I found the Aggressive and Hypermodern opening books playing such ruthless lines in "Serious" mode that I began to wonder if *Gambit* might need to be fed a digital watch every few days.

## Poisoned Pawns

Being a DOS-based program trying to emulate a Windows-type environment, *Gambit's* interface can be a tad awkward. The mouse response wasn't particularly crisp, with the movement and sizing of the different

option windows quite cumbersome, at times. Saving a game preserves only the move list, leaving the player to manually reselect the opponent, and tediously scroll through the moves to restart the game at the next session. The Coach is also prone to "crying wolf," suddenly claiming that a perfectly safe piece



is in danger. Usually, the program retracts these mysterious outbursts within a few seconds, but they can still be disruptive. The Coach has also taken a cue from the Department of Redundancy Department, occasionally giving hints and tips two or even three times in rapid succession.

In the bug-infested world of PC games, I uncovered only one glitch in the game that affected play. While chasing down the opposing king during an endgame, *Gambit* simply refused to move in the allotted time, but the game did not crash. Discussions with National Master Hal Bogner of Electronic Arts



revealed that this glitch was thought to have been ironed out during development. His opinion was that the program knew that defeat was inevitable, and was getting conflicting flags on how to move. I figured that, like "Joshua" in the movie *Wargames*, the program may have discovered the only way to win was not to play...

## En Passant

While there's only so much that can be done with a game older than most nations, *Kasparov's Gambit* deserves a serious look from any gamer interested in learning chess, or learning to play better chess. The superior coaching features, huge game library, beautiful SVGA graphics, and powerful engine place it above any PC game on the market. It's now the only chess game on my system, and I can't seem to find my watch... **CSW**

**TWO**  
**REASONS WHY**  
**FLIGHT**  
**SIMULATORS**  
**WILL NEVER**  
**BE THE SAME...**

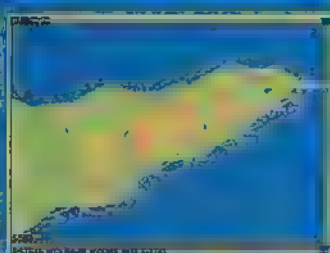


# SUPER-VGA HARRIER



## ADVANCED

Supervisor: Prof. Dr. K. V. Lakshminarayana



DOMARK

1-800-525-8446  
(orders only)

© 2000 Blackwell Science Ltd

FIRST-EVER COMPREHENSIVE FLIGHT MODELING SOFTWARE

# FLIGHT SIMULATOR TOOLKIT



## CREATE YOUR OWN PLANES, OBJECTS & BATTLEFIELDS — IN SUPER-VGA!

Domark set the standard with SUPER-VGA HARRIER, the first-ever SVGA strategic flight simulator. Now, we're pushing that standard to new heights! **FLIGHT SIMULATOR TOOLKIT,**

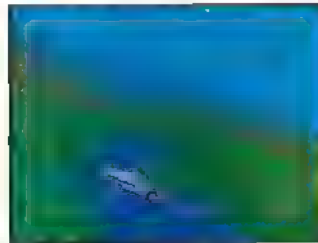
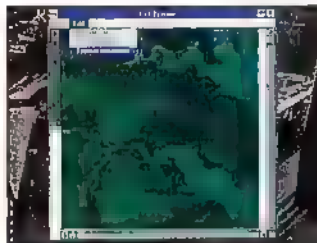
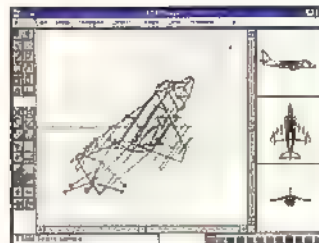
*the first 3-D flight modeling software ever produced for your PC, is Domark's second offering in its ADVANCED SIM-SERIES™ state-of-the-art flight simulator product line.*

FST is revolutionary. It's powerful, sophisticated, and easy to use. Technophiles will appreciate the attention to detail — cockpits include modern instrumentation, such as OBI, DME, and Glidescope — as well as the ability to build *every detail* of their sim world.

In a hurry? Not interested in building every last plane,

tree, truck, valley or skyscraper? No problem. Just check out the extensive library of clip-art imagery: aircraft, ground targets, landscapes and objects. You'll be streaking through the heavens in no time!

**FLIGHT SIMULATOR TOOLKIT.**  
*YOUR AIRCRAFT. YOUR LANDSCAPES.  
YOUR MISSIONS — YOUR WORLD.*



Screens shown: IBM 256-color SVGA displays.

**IBM PC/COMPATIBLES:** Available November 1993

Requires Windows™ 3.1

Flight Simulator Toolkit ©1993 Domark Group Ltd.

Published by Domark Software Ltd

Programmed by Simis Ltd

Graphics by the Kriem-in

# DOMARK™

1900 S. Norfolk St., Suite 202, San Mateo, CA 94403 415/543 8929

DISTRIBUTED BY

**Spectrum  
HoloByte**

Visa/MC orders  
call 24 hrs a day  
7 days a week  
1-800-695-GAME  
(orders only)



# Letters From Paradise



## Frying Our Canadian Bacon

The article, "Atlantic Breakout," by H.E. Dille, shows your magazine has sacrificed editorial integrity for vindictive irresponsible journalism. You took a "real world" event, convoy ON 115, and surrounded it with a completely fabricated scenario (by your magazine's own admission) that claims the Canadian navy is responsible for a cataclysmic maritime disaster which, in reality, never took place. Moreover, the article states that because "the Canadians had botched it," the American naval services had to step in and assume Canadian escort duties in the North Atlantic. Such an implication is utter malicious nonsense.

The truth is: during World War Two, the USN, superior to the Canadian navy in virtually every capacity, performed with such mediocrity in the North Atlantic as to exasperate the Royal Navy. At the end of 1942, A. V. Alexander, First Lord of the Admiralty, recommended to Prime Minister Winston Churchill that all Canadian and American escorts be removed from the North Atlantic for training because of gross inadequacies in both navies' conduct of anti-submarine warfare.

Example: protection of convoy ONS 92 by an American-led Mid-Ocean Escort Force (MOEF) was such a failure, Commander J.B. Helliernan, USN the Senior Officer Escort, was removed from command. Later, in 1943, that same MOEF group lost 27 ships in back-to-back convoys, in exchange for only one U-boat sunk. Compare that to ON 115 (the real one). Two ships were sunk and another damaged under Canadian escort, but the Germans lost U-558 while two others suffered such a hammering they sailed straight back to port for repairs.

Without question, general USN and US Coast Guard performance in WW2 was outstanding, and the Canadian navy was woe-

fully lacking in many areas, but in North Atlantic escort duties they achieved the same degree of success. Each had its victories and its disasters. More pointedly, the escort sailors of both countries—often working together—fought with unbridled tenacity and tireless valour against a superior foe who sometimes outnumbered the escorts by as much as four to one.

Your article is a spiteful insult to these sailors. As for the Canadian navy, the article is a stupid, unprovoked, unjustified misrepresentation of facts. How would your American readers feel if a Canadian magazine published a scenario such as "because the USN was incompetent, the Royal Canadian Navy had to step in and save American ass at Guadalcanal"? Your article is inexcusable.

R.D. Newman, Captain, Canadian Forces  
Hornell Heights, Ontario, CANADA

### H.E. Dille responds:

Captain Newman, I believe the umbrage you have taken with the article in question is a reflection of several separate elements being taken out of context with the theme of the complete work. "Atlantic Breakout" reviewed three expansion sets for SSI's Great Naval Battles: North Atlantic product line. The overall goal of these products was to allow users to explore alternative history. In fiction, as well as gaming, the alteration of historical events to illustrate a theme or explore alternative developments is a widespread practice.

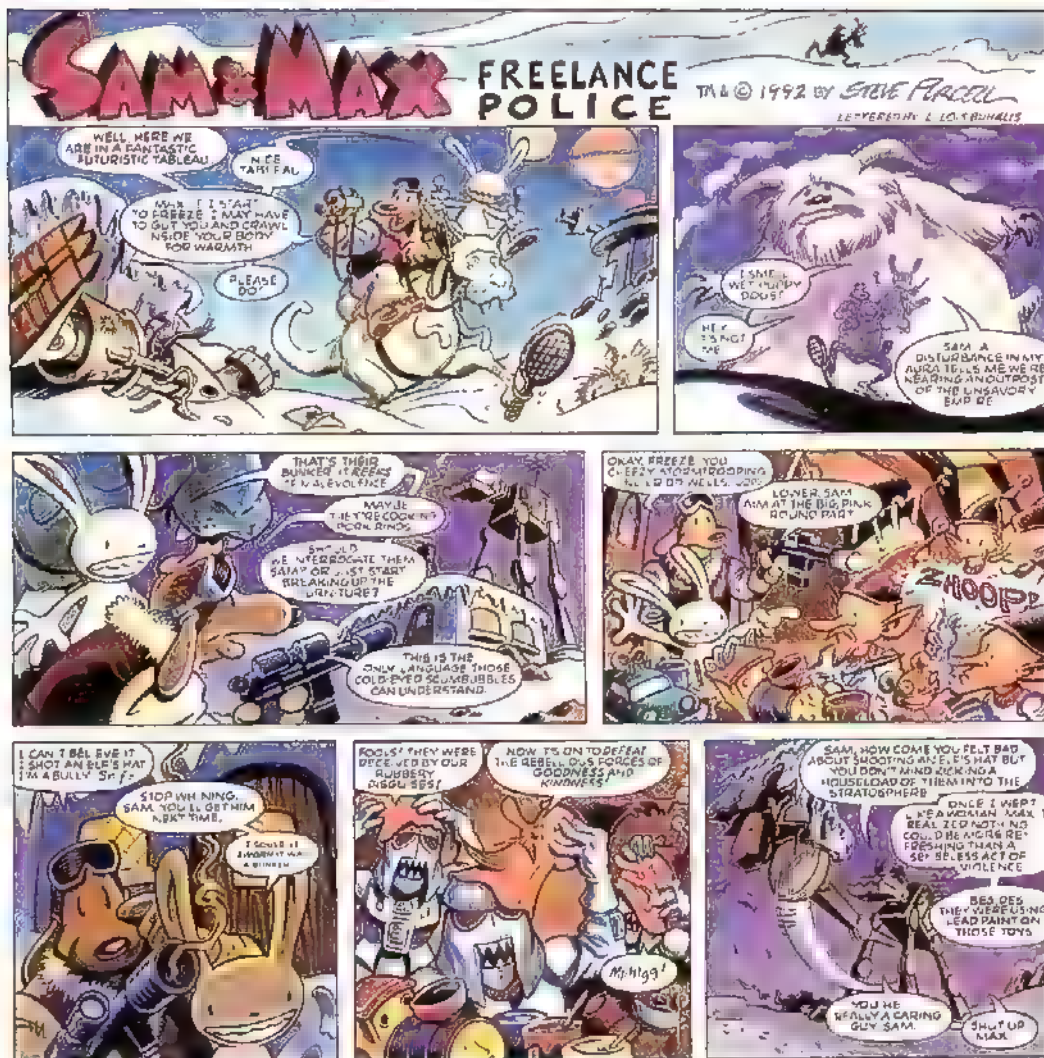
As the major theme of two of the add-on sets involved expanded American presence in the North Atlantic Conflict, the inclusion of some fictional background to justify the diversion of USN assets away from the Pacific Theater of Operations was appropriate. Raymond Spruance was a natural choice as the center piece of the fiction, as Admiral Ernest King's desire to have him in the Atlantic was well documented, but the motivation for his presence still required

explanation. ON 115 retains the historical significance of being one of the first concerted U-boat efforts of the campaign, wherein eight to nine members of the wolf pack converged and harassed the convoy for five days straight. I concur with your assessment of the Canadian's actual performance during this engagement, which reflected professional screening and counterattacking, but the actual engagement did not contain surface actions against the Kriegsmarine, either.

Numerous historians have contended that, if Hitler had used his surface raiders in conjunction with U-boat actions, the entire complexion of the Atlantic conflict would have changed. With this firmly in mind, it seemed logical and justified, within the context of historical fiction, to alter the events of ON 115 to introduce Scharnhorst and Tirpitz to the tactical hypothesis, much as the programs under review do. Such an appearance might have resulted in the debacle alluded to in the fictional introduction, as none of the escort ships in service at that time, either Canadian or USN, had equivalent firepower.

Finally, the comment which seems to have generated your greatest consternation, "...the Canadians had botched it," is nothing more than a speculative appraisal of what a Raymond Spruance might have thought, bitterly, if Admiral King had been successful in snatching him away from the command that he truly desired in the Pacific. Again, the practice of stepping inside the minds of characters in a work of fiction is also widely accepted, and is not a reflection of my personal beliefs, nor those of my publisher. As a brother Naval Officer of fifteen years experience, operating in conjunction with many different NATO Navies, including the Canadians, I admire the professionalism I have had the benefit of witnessing. I regret any misconceptions that may have been generated by the blend of fact and fiction which was purposefully con-





For those who haven't had the pleasure of meeting Steve Purcell's pals, Sam & Max, CGW is pleased to present a series of their cartoons, originally appearing in LucasArt's in-house magazine, *The Adventurer*. Sam & Max will soon be starring in a feature-length game, *Sam & Max Hit The Road*, scheduled for a holiday season release.

structured for this work and hope that my response to your inquiry alleviates your concerns.

## Modem Times

I am looking into the possibility of actually using my fax/modem I bought a year ago, but know little about the various services (i.e. CompuServe, GEnie, etc.). I would appreciate some information as to what exactly they can do (besides tell me the weather) and name some which you recommend most highly for both general use and price.

Your August article, "The Great Underground Empire," has piqued my interest in the world of multi-player role-playing. However, Mr. Brassil left out one important factor: price. Two questions: first, what would a well-seasoned veteran in the world of role-playing games expect to pay on the average, per day (hour, year, ...), and secondly, in general, which one(s) do you recommend most highly, including the price factor.

Two more things. One, when you put *Buzz Aldrin's Race Into Space* from Interplay on your Top 100 list, put down an "A" for me. It is one of the most entertaining, yet educational, games I've played in a long time and I await the CD-ROM version (if and when I get a CD-ROM drive, that is). Two, in your free Reader Inquiry Service card, which letter do you circle if you have no children?

Brian Czaja  
Massapequa Park, NY

In CGW #106, (May, 1993), we provided a listing of all the games of which we were aware on commercial telecommunications networks. That issue of the magazine may still be purchased as a back issue and would be the best source of that information until the September 1994 issue (#122), when we will once again feature a special section on games via telecommunications networks. The May coverage listed prices for all of the games, but the Multi-Player Games Network has reduced its pricing since that issue went to press. As for the price, it

depends on time played. Some gamers spend more than \$100 per month; some keep their charges below \$20.

The question with regard to children is a way of monitoring our readers' needs with regard to coverage of children's software. If you have no children, you have no need to circle any letter in that area.

## Exercising The Damon

As an avid WWII historian, I bought my personal computer in anticipation of *Aces Over Europe*. What's taking so long? I thought they had the basic engine laid out from the excellent *Aces of the Pacific* simulation. Isn't it just a matter of changing a few shapes and markings on the planes and PRESTO?

Matt Zimmerman  
San Francisco, CA

Yes. Yes it is. It's hand painting each box that is taking the time.

Seriously, some of the code was reused, but there is new AI to reflect the different tactics used in Europe, and all the new data and art were input. Since the planes have significantly more detail than those in *Pacific*, the frame rate runs about the same as the earlier game unless the gamer reduces the detail level to that of *Pacific*. In the latter case, it runs faster than the earlier game. As of press time, the final bug hunt was on, and the game was expected to be complete by the time this issue hit the stands.

## Id Infinitum

Do you have any new information on *Apogee/Id 3-D* games?

Brandon Lackey  
Bakersfield, CA

*Id Software* became so caught up in the production of the Super Nintendo version of *Wolfenstein 3-D* (where the dogs have become rats and the Gestapo have become almost extra-terrestrial aliens) that the ship date for *Doom* has been rescheduled for early December of this year.

## A Ziff In Time

Congratulations on your team-up with Ziff-Davis—I think. Was this a hostile takeover? I hope the new boss will not change the friendly and irreverent nature of CGW. I also hope the bean counters don't redo the postage paid CGW Poll cards: a trademark of this



magazine and emblematic of CGW's cooperative outlook toward its readers. While I look forward to the changes, don't get too glitzy on us!

T. Madden  
St. Louis, MO

I'm sorry to hear that you've been bought by Ziff Davis. I guess this means that CGW will become nothing more than another voice for Microsoft. I will not be subscribing.

Patrick Sklenar  
Coventry, CT

*Actually, the Ziff-Davis deal was a hospitable takeover. As for getting too glitzy, it is our intent to make sure that the design reflects the content and vice-versa. Ziff-Davis purchased us because they liked what we were doing and believed that our editorial philosophy was compatible to their philosophy. As for other Ziff publications providing Microsoft propaganda, I can only say that I believe this would come as a great shock to Microsoft. A lot of people think Bill Machrone (PC Week and PC Magazine) and John Dvorak (PC Magazine) have an anti-Microsoft bias. When columnists are shot at from both sides, it is often a good sign that they have some sort of objectivity.*

## PSYCHOLOGY ON A DISK MS-DOS Personal Edition

Psychology is a challenge. Are you up to it? Can you fool the lie detector? Will you be able to design a test to find the missing psychiatric patient? Can you create a super-strong rat by winning the Shaping Game? Will you be able to beat the computer in the Three-Word competition? The thirteen games and simulations on this disk were designed by psychologists at a major university. Has your gaming given you the psychology skills you will need for this new kind of challenge? Or will psychology help you to sharpen your gaming skills?

PSYCHOLOGY ON A DISK is available for only \$24.95 plus \$4.00 shipping and handling. Send check or money order to CMS Academic Software, P. O. Box 5777, Dept. CGW, Santa Fe, NM 87502-5777. Please specify 3.5" or 5.25" disk. MD residents add 5% sales tax; NM residents add 6.125% sales tax.

## Sounding Off

Great article on Sound Cards in the new issue. However,

1) it looks as though part of the concluding remarks didn't get printed;

2) since the authors mentioned that one option is to have a SB card for digital sounds and then add a Roland for General Midi, I would like to see a follow-up article on how this would be done. (How do you hook up both cards to the same set of speakers and which card do you select when installing the game. Would both cards use the same IRQ?); and

3) since they mentioned CD-ROM interfaces on a (sound) card, I need to know if you need one on a sound card for a CD-ROM program to work with it or if a normal SCSI controller will do.

Chris  
Prodigy

Mike Moondawg Weksler responds:

1) That comma at the end of the article should have been a period. Our editor inserted a sentence rambling on about how inadequate home theater is in its current incarnation, but it really didn't matter.

2) With regard to hooking up speakers when running digital audio out of one card and wave table synthesis out of the other, you have a few options. One would be to run the Line Out from the wave table synthesis card (i.e., the Roland) into the Line In on your digital sound card (i.e. the Pro AudioStudio). Then, you can run a Line Out from your digital sound card to either your

amplified speakers or your music system. Another option would include the use of a low cost mixing board from Radio Shack. Output from both cards would run into the mixing board where a single output would run into your single set of speakers. This is a handy way to have precise volume control at your fingertips.

You would select the Sound Blaster card for your speech and your Roland for the music separately in a given game's hardware installation.

Both cards would require separate IRQs. A standard configuration is to have the Sound Blaster on IRQ (interrupt)7, I/O at 220. The Roland (or most wavetable cards) default at IRQ 2, I/O 330.

3) Depending upon which CD-ROM you have, games may run with both configurations—a CD-ROM drive will run either off of your sound card, such as the 50 pin SCSI host on the Pro AudioStudio card or, the proprietary 40 pin Panasonic host on the Sound Blaster Pro cards. A CD-ROM drive may also run off of a dedicated SCSI host card. Games don't seem to care one way or the other, although it would be in your best interest to get the fastest CD-ROM interface for your computer. An example would be one of the 16-bit SCSI host cards which have some RAM on them to speed things up a bit. One small point worth mentioning is that the CD-ROM host on the sound card should be disabled when running a stand-alone SCSI host so the two cards do not conflict with each other. We hope these tips help. **CGW**

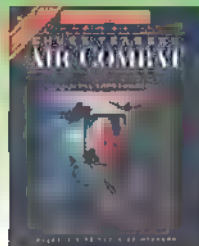
## The 5th Wave

By Rich Tennant



# The Book Store

## CGW Presents...



### Empire Deluxe, The Official Strategy Guide

by CGW On-Line Editor Alan Emrich - Prima - \$19.95

This indispensable companion to Empire Deluxe offers: explanations of troop movement through exploration, discovery and battle; tables for every combat situation; secrets of waging economic warfare; and information on engaging other players by modem.

### Global Conquest, The Official Strategy Guide

by CGW On-Line Editor Alan Emrich - Prima - \$24.95

Special features: floppy disk with updated (2.0) game version and a new map maker; and full-color player's aid card. A complete tutorial with five programmed scenarios. Strategy tips, detailed tables, and analyses of actual program formulae. A complete modem-gaming reference.

### Sid Meier's Civilization, Or Rome on 640k a Day

by Johnny L. Wilson and Alan Emrich - Prima - \$18.95

*If you're serious about playing Civilization, this is the book you need.*  
-Jerry Pournelle, BYTE Magazine

Includes 100 charts covering technological advancements; 24 original tables and 22 specific formulae showing how the game works, as well as 17 ways to cheat and more than 20 ways to win.

### Chuck Yeager's Air Combat Handbook

by Russell Sipe and Mike Weksler - Prima - \$18.95 U.S.

Winning Strategies to all the missions. Campaign games for every player-flyable aircraft (P-51, FW-190, F-86, MiG-15, Phantom II MiG 21). Valuable performance charts for each aircraft. Extensive information from the designers of YAC.

### The SimEarth Bible

by Johnny L. Wilson - Osborne-McGraw Hill - \$14.95

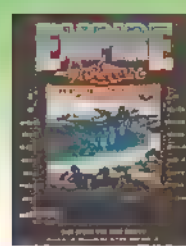
*I salute Johnny Wilson for giving us a new kind of book about the earth and the terrestrial planets.*  
-James Lovelock

The SimEarth Bible is a winning strategy guide to SimEarth, as well as a fact-filled guide to Earth sciences and theories of the balance of life on the planet.

### The SimCity Planning Commission Handbook

by Johnny L. Wilson - Osborne McGraw-Hill - \$19.95

*Each time we read this book we learned something, because it explains the theory behind the game and doesn't just list one-two-three hints.*  
- START Magazine



### The Official Guide To Sid Meier's Railroad Tycoon

by Russell Sipe - COMPUTE Books - \$12.95 U.S.

*The best book on Railroad Tycoon. If you love Railroad Tycoon get Russell Sipe's book.*  
- Jerry Pournelle, BYTE Magazine

Here are just a few of the things you'll learn: get the answers to puzzling economic forces in the game; learn to defeat each of the tycoons; manipulate the stock market to your advantage; and learn optimal building and survey techniques.

### The PC Games Bible

by Paul Rigby and Robin Matthews - Sigma - \$20.00

CGW's British correspondents describe over 2,000 computer games in short 'Taking A Peek'-size tidbits.

### Falcon 3.0 Air Combat

Pete Bonanni and Bernard Yee - Osborne McGraw-Hill - \$19.95

Bonanni provides the insights of a trained Falcon pilot; Yee provides the perspective of an experienced game reviewer; and CGW's own Mike Weksler tells gamers how to maximize their computer systems in this useful book of tactics and campaign management for Spectrum HoloByte's Falcon 3.0.

### The Official Lucasfilm Games Air Combat Strategies

by Ruse! DeMaria and George Fontaine - Prima Publishing - \$18.95

History, tactics and programming insights are blended together into this compendium of strategies for Larry Holland's best-selling WWII air combat series.

### Wing Commander I & II: The Ultimate Strategy Guide

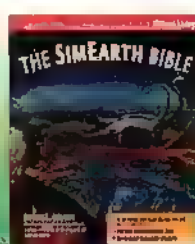
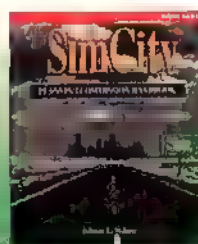
by Mike Harrison - Prima Publishing - \$18.95

Filtered through the viewpoint of Lt. Col. Carl T. LaFong, a fictional pilot, Harrison's book assists gamers in mastering the game in a logical, linear fashion.

### The Harpoon Battlebook

by James DeGoey - Prima Publishing - \$18.95

In addition to providing a solid guide to Harpoon tactics, The Harpoon Battlebook offers new scenarios, additional information on weapons platforms and handy reference tables.

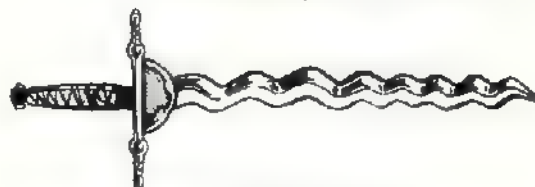


Use order form bound into this magazine to order books.



# Plant The Silver Seed And Watch Britannia Grow

## Origin's Add-in Disk Expands The Serpent Isle



by Scorpia

Though the Avatar has often stood alone against the forces of evil in the Ultima universe, Origin's *Silver Seed* cannot. It is an add-in disk for *Ultima VII, Part Two: Serpent Isle* which requires that *Serpent Isle* reside on your hard drive in order to play. There is little point in buying this add-in disk if you have already finished *Serpent Isle*, unless you plan on playing it again. The new adventures in *Silver Seed* are self-contained, and the main reason for their existence is to provide certain items and updates for *Serpent Isle* that make playing the game less of a hassle.

On the other hand, these changes really make *Silver Seed* worth getting if you haven't played *Serpent Isle*, or haven't gone too far into it. What it provides are six new items and three new hot-keys. Two of these items in particular are especially notable.

The first is the magic key ring that works in conjunction with a new 'K' hot-key. All of your keys go onto the ring, after which you can forget about them. When you come to a

locked door, hitting 'K' brings up a cursor which you must position over the lock. If you have the right key on your ring, the door will be unlocked. No more rooting through back-

packs to try keys one at a time or becoming confused over look-alike keys. The second is the Ring of Endless Reagents. With this nifty item in hand you can kiss your bag of reagents good-bye. No more reagents to buy, ever again. The spells you can cast are limited only by magic points. It's nice to look at the spell book and see the numbers under the spells replaced by infinity symbols.

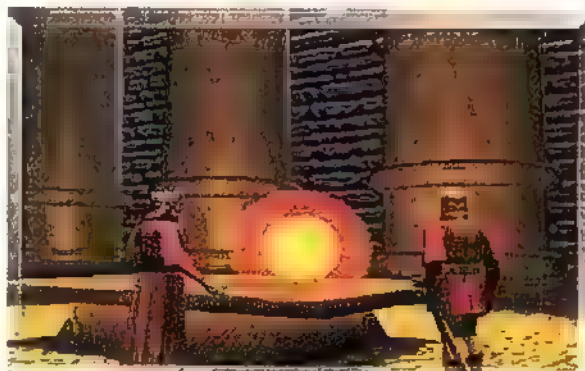
The other items are a powerful (but non-throwable) magic axe, the Helm of Light, the Belt of Strength, and the Gauntlets of Dexterity. The belt and gloves give +10 to strength and dex, but there is a little problem associated with these that we'll come to a bit later.

Picking locks becomes less trouble with a new 'P' hot-key. Hitting 'P' brings up a target cursor to position over the lock. You no longer have to rummage through your entire inventory to try a door.

Finally, feeding the party has been made easier with a new 'F' hot-key. Whenever someone starts whining about an empty stomach, just hit 'F' for a target cursor. Position it over the peckish character and zap those tummy grumbles away. As long as *anyone* in the party is carrying food, the person will be fed. This one feature is almost worth the price of admission all by itself.

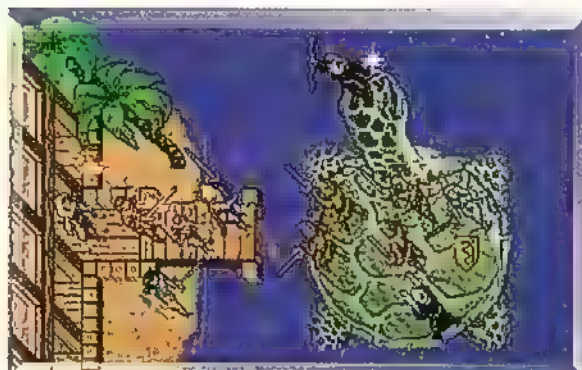
The storyline of the game doesn't amount to much. Karnax, head of the Xenkan monks, pops up with the

newly-found Amulet of Balance, which he hands to the Avatar and says, in essence, "figure out what it does, because we don't know." As it turns out, the amulet is used on a serpent gate to transport the party back to the past, to the time when the war between Order and Chaos was in full swing.



The ostensible goal is for the Avatar to find and plant the silver seed, which will grow into the Tree of Balance and help (in some mystical, undefined way) to restore Balance to the land. (And I thought this was what we were doing in *Serpent Isle* by reuniting the three Great Serpents.)

In actuality, you're just there to pick up the goodies (and get the new hot-keys installed), since planting the seed has no effect on the



locked door, hitting 'K' brings up a cursor which you must position over the lock. If you have the right key on your ring, the door will be unlocked. No more rooting through back-

## The Silver Seed



**TITLE:** The Silver Seed  
**PRICE:** \$29.95  
**SYSTEM:** IBM  
**REQUIREMENTS:** Ultima VII, Part Two: Serpent Isle, 4MB additional hard drive space  
**DESIGNERS:** Brian Adams, Bruce Adams, David Beyer, Lisa Smith, Phil Swank  
**PUBLISHER:** Origin Systems  
Austin, TX  
(512) 335-5200

# Play the best for less



## Legends OF FUTURE PAST™

*"...A remarkably rich playground for  
modern-owning role-players."*

(Computer Gaming World, Aug. 1992)

*"...no other game... captures the true  
essence of roleplaying like this one."*

(Computer Game Review, Oct. 1992)

**Now you can play the award-winning  
multi-player online game  
Legends of Future Past  
for as little as \$1.80 per hour!**

**C**reate your character and visit Andor, a world created solely through artistic prose and colored by shared imagination. Meet the exciting, intrepid and interesting people who populate these ever-expanding lands. Become part of the community of adventurers who have found reward, riches — even romance — in the fantastic land of the Shattered Realms.

**Live Game Masters:** You'll explore a living world where professional game designers introduce new adventures and lands to explore on a continuing basis. Delve into the politics of the City-State of Fayd, or take up a noble quest. Become a Champion of Justice — or a Force for Darkness. Andor itself will change around you as you are drawn into the never ending plot of Legends of Future Past.

**Full Character Development:** In Legends, you can assume the role of any character imaginable. Our skill-based system will enable you to develop the persona of your dreams. Be a powerful wizard, sly thief or valiant knight — or even a gentle weaver, a skilled weaponsmith or a miner. The possibilities for profession and character development are endless.

**Advanced Interactive Fiction:** Legends was designed as a monumental work of fantasy and artificial intelligence. Not only will you interact with people just like yourself — you will be in a realm that responds to your every action. There are no graphics, because only the power of the English language could capture the beauty of this world. Come try it for yourself.

### **New Lower Rates:**

\$9.95 a month includes five (5) hours online time.

Additional hours charged at \$1.80 hour total via direct dial and Internet, or \$3.60 hour total fee via CNS local dial-ups. No surcharge for connecting at 9600 baud or during daytime hours.

If you are on Internet: telnet to [novalink.com](http://novalink.com), or write [info@novalink.com](mailto:info@novalink.com).

- **No special software required.**
- **Toll free number customer service and technical support.**
- **All adult: You must be eighteen (18) or older to use NovaLink.**
- **American Express, Visa, MasterCard, Discover and Diners Club.**

**...and you can try it free!**

**NovaLink**<sup>SM</sup>  
MAKING THE WORLD A BIT SMALLER

800-274-2814 Voice  
800-937-7644 Sign-up/Info  
P.O. Box 11, Shrewsbury, MA 01545



## Hard Drive Special

Seagate	130meg drive	\$186
Seagate	261meg drive	\$260
Samsung	252meg drive	\$236
Seagate	341meg drive	\$337
Western Digital	340meg	\$321

## Mother Boards

486/33 Vesa 128k Cache \$462

486/33 DLC \$197

386/40 128k Cache \$151

## Sound & Video Cards

Sound Blaster Mono \$97

Sound Blaster Pro DX \$146

Sound Blaster 16 ASP \$243

Video Blaster \$398

## CD-ROM Systems

SB CD-ROM Upgrade \$361

SB MultiMedia Upgrade Kit \$662

Aztec CD-ROM 16bit Kit \$543

CD-ROM 16bit Business Kit \$511

Sound Galaxy 46 CD-ROM Kit \$443

## Tape Backup

Colorado Jumbo 250 \$199

Software and other Hardware

Large Inventory

Order Toll-Free

Computer System Solutions

1-800-666-5590

Circle Reader Service #53

# PAPER MAYHEM

"The Informative PBM Magazine"

Do you know what PBM (Play-By-Mail) gaming is? If you don't, we can help you explore the world of PBM gaming. Paper Mayhem has been leading the way for over 10 years by informing people about PBM gaming. Articles, reviews, biographies and more fill each issue. Not to mention the ratings of PBM games and companies that our readers participate in.

Paper Mayhem has been improving with the ever expanding hobby of PBM gaming since 1983. Each bimonthly issue brings you the latest on PBM news.

So why delay and miss out on all the fun? Read Paper Mayhem and take advantage of PBM gaming.

Send subscriptions to:

PAPER MAYHEM

Dept CG, 1518 Adams St.  
Ottawa, IL 61350-4770

US Subscriptions.

Single issue \$5.00

1 year \$24.00 - 2 year \$42.00

FOREIGN SUBSCRIPTIONS: 1 year Canada \$31.00; 1 year to Europe \$51.00; 1 year to Australia \$57.00. All Subscriptions to PAPER MAYHEM are to be paid in US funds and drawn from US banks. Foreign subscriptions are asked to use International Money Order in US funds.

main game—at least none that anyone has been able to find to date. Nothing really changes when you return to your own time. If you were hoping to undo some of the Banes' nasty handiwork, you'll be disappointed.



While *Silver Seed* fixes some problems (or at least annoyances) in *Serpent Isle*, the game brings a few of its own. The gauntlets and belt do not appear to work properly. For instance, after finding the gloves, naturally I put them on at once, only to see no change in the dex stat. The dexterity of the character was the same, no matter who wore them.

My initial thought was that, as stats don't go above 30, and everyone had better than 20 dex, the gloves wouldn't work for them. However, on rebooting the game, I noticed that Shamino (who was wearing the gloves) now had a dex of 30! Had I been mistaken?

Not quite. When I took the gloves off him, his dex dropped to normal, but putting them back on made no change in his dex, or anyone else's who wore them. So it would seem that, to get the benefit of the belt and gloves, you should save the game after they've been equipped, restore, and not take these items off again.

Another nasty situation reared up with the maze. Only the Avatar can go in there; party members refuse and voluntarily unjoin themselves from the group. Unfortunately, they unjoin themselves a little too late. The Avatar must go in sans armor and equipment; these are taken away upon entry and given back after exiting the maze. The same thing happens to anyone in the group when the Avatar goes to enter, only their stuff *doesn't* come back. Ouch! Make sure that everyone is out of the group before you go near the maze entrance.

The manual that comes with *Silver Seed* contains a small walk-through in the back. Obviously, Origin wants you to finish this one quickly so you can bring your new toys over to the main event, which isn't a bad idea. After all, that's why they're giving you this stuff.

Unfortunately, the walk-through contains some inaccuracies, mainly in the section deal-

ing with the abandoned outpost. A body (with an important item) is noted as being at location 10, when it's really at location 11. The secret door in the west wall of the north/south entry passage is actually further north than is shown on the map.

The real toothgrinder, though, is the rubble-blocked corridor. The manual suggests using gunpowder to clear it. Even eight or nine kegs exploding in concert weren't enough to do the job, no matter how they were placed. An Origin on-line rep suggested putting a keg at "the thinnest point of the debris," which was the first thing I had tried.

Perhaps my idea of "thinnest" didn't coincide with theirs, or possibly the game is very position-sensitive, and I didn't get the exact right spot. Whatever, the kegs don't work, but plain muscle does. Just put the Avatar in combat mode and smack away at the debris a few times. I found a Juggernaut Hammer works nicely, and two blows were enough to clear a passage to the stairs. Other weapons may take a little longer, but it can be done.



Installation of the add-in makes some changes in the operation and save games of *Serpent Isle* in order to accommodate the new items and hot-keys. Since it is also adding a new physical location to the Britannia landscape, some saves from *Serpent Isle* may have to be deleted. This is clearly explained in the manual. I lost three or four saves myself, but these were mostly from near the end of the game, in the Temple of Balance. Earlier positions made the transition nicely.

However, users of *DRDOS 6* should be careful. *Serpent Isle* is known to be incompatible with this DOS, and Origin has a patch out for it. Unfortunately, early reports indicate that installing *Silver Seed* undoes the patch, rendering the game unplayable. If you use *DRDOS 6*, check with Origin before installing the add-in. By the time you read this, they may have an upgrade or other work-around for the difficulty.

Overall, while *Silver Seed* isn't a terrific game in itself and has a few problems, it will certainly make playing *Serpent Isle* a little more enjoyable. Anyone who is playing, or plans on playing, *Serpent Isle*, should make their lives easier and pick it up. **CSW**

**BEWARE,  
THE SOUL OF YOUR MACHINE IS IN MORTAL DANGER!**



**Psychosis**  
675 Massachusetts Ave  
Cambridge, MA 02139  
(617) 497 7794

If you can't find this game at your  
favorite retailer call:  
(800) 438-7794 (GET PSYG)  
to order your copy today.

Bram Stoker's Dracula™ is a trademark of Columbia Pictures Industries, Inc. © 1992 Columbia Pictures Industries, Inc. All rights reserved.

*Circle Reader Service #171*



# TRAVEL TO EXOTIC LANDS, MEET STRANGE CREATURES AND BLOW THEM AWAY!



If you can't find this game at your favorite retailer call:  
(800) 438-7794 (GET PSYG)  
to order your copy today.

You've always considered yourself a soldier of fortune with a knack for survival and a thirst for green. Your mission? Anything for a price. But this time it's different. The stakes are a little bit greater and the danger is all too real. You and your team are on a desolate moon, surrounded by less than friendly, with only one goal besides the mission itself, stay alive long enough to enjoy your newfound wealth.

Hired Guns is an adventure that can accommodate up to four players simultaneously. It features furious non-stop action, first person 3-D view and auto-mapping of the 1.7 million cubic meters of play area. Choose from 12 different richly developed characters to suit your needs for the mission at hand. Journey through this desolate land all the while testing your survival skills. And remember: TAKE NO PRISONERS.



Hired Guns is available on IBM compatible and Amiga formats.



**Psychosis**  
675 Massachusetts Ave  
Cambridge, MA 02139  
(617) 497 7794

**SEE JACK RUN.  
SEE JACK PLAY.  
SEE JACK WHEEL.  
SEE JACK DEAL.  
SEE JACK STEAL.  
SEE JACK PAY TAXES.  
OR NEVER SEE JACK AGAIN.**



Meet Jack Ladd, a jack of all trades, most of them illegal. Jack's in big trouble. You see this is the future and now the IRS has the right to use deadly force to collect taxes. Guess what Jack, the tax man commeth, and they're looking for the gazillion bucks you owe them. Now you have only 28 days to get them the money, how you do it is up to you.

Join Jack as he cons and coerces his way through the backstreets and alleys on the seedy side of the galaxy.

Eight-way scrolling, full perspective scaling and Hypertext-style interaction give this game a colorful and realistic edge. This unusual adventure captures your imagination and thrusts you right into the heart of Jack Ladd's bizarre world.

If you can't find this game at your favorite retailer call:  
(800) 438-7794 (GET PSYG)  
to order your copy today.



**Psygnosis**  
675 Massachusetts Ave  
Cambridge, MA 02139  
(617) 497-7794

Innocent is available on IBM compatible and Amiga formats.

Circle Reader Service #173





# SEAL'D WITH A FIST

## Delivering An Effective Blow With SEAL Team

by Jeff James

**S**tories of young lieutenants greener than elephant grass leading boys into the dense undergrowth of Vietnam and getting chewed up are legion. The dangers included not only an NVA encounter, but also falling into pits with sharpened punji sticks arrayed like bayonets, or tripping a "bouncing berry" mine with a shaped charge designed to maim, not kill. Learning effective ways to prevent and deal with such hazards was an ongoing challenge squad leaders faced.

In Electronic Arts' *SEAL Team*, the player controls a squad of U.S. Navy SEALs through up to four years of the Vietnam War. After spending a few weeks coaxing SEALs through the pixelated Mekong delta in *SEAL Team*, I've learned a few things that may help SEAL commanders overcome the obstacles I faced in my early duty. Here are the tactics and procedures that helped keep Lt. "Lunch-meat" and his squad alive through many harrowing combat missions.

### 1. BAMCIS

A mnemonic device used by the U.S. Marine Corps to aid commanders when leading troops, BAMCIS can be effectively applied for use with *SEAL Team*. BAMCIS is an abbreviation for the following tactical steps:



Begin planning the operation; Arrange for reconnaissance; Make the reconnaissance; Complete a plan of action; Issue the combat order; then Supervise the ongoing operation to guarantee that the objective is reached. When using BAMCIS with *SEAL Team*, the first three procedures should be performed even before the SEALs hit the combat zone. Studying the information presented in the Intel Briefing and Mission Briefing screens will give the player enough information to plan the operation, while the intelligence provided should be considered a preliminary recon report. After a tentative tactical plan of action has been devised, the combat order (i.e., moving the soldiers toward the objective) should be issued once the SEALs hit the combat zone. Finally, the player must supervise the movement and actions of the team en route to the objective. Using BAMCIS should be a continuous process; as events unfold during combat, the player should be ready to alter his plan of action to successfully complete the mission.

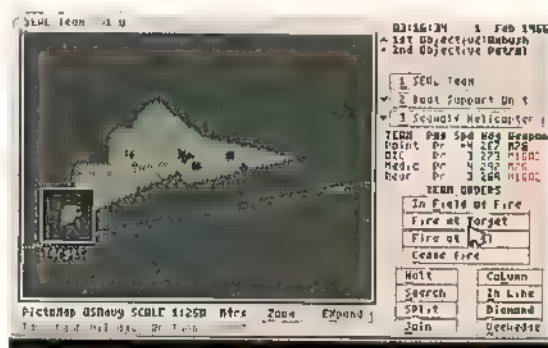
### 2. Patience Is A Virtue

In mission after mission, I learned that being patient is possibly the single most important skill a SEAL commander can possess. Since a SEAL team will almost always be outnumbered, outgunned, and far from home, biding time until the perfect opportunity to strike is vital. In several missions, enemy soldiers would walk within just a few meters of my hidden SEALs. Instead of opening fire when they came into range, I patiently waited until they passed my position and left

the combat area. Once they were gone, I moved my SEALs into position to take the objective. Unless a player's SEALs are under fire, moving towards an objective or leaving the combat area, it's usually a good idea to sit, watch and wait.

### 3. Mix It Up

In combat, being predictable will get your men killed. Insertion points, avenues of approach and exit routes can and should be altered often to confuse the enemy. Moving



down clearly marked trails is almost always a bad idea, as most will be booby trapped with pits or trip wires. Players should try something slightly out of the ordinary in every mission. Here are a few suggestions: create a diversion by using a grenade launcher to lob a grenade some distance from the enemy's position; split your team into two squads and attack from two directions; insert the squad a considerable distance from the original insertion point; use your fire support teams to draw enemy troops away from your objective. Players should be reasonable; don't try something too creative to be tactically sound.

# BLAST COMPUTER GAMES INTO ANOTHER DIMENSION FOR ONLY \$169!



## GAME BLASTER™

**BLASTS COMPUTER GAMES FROM PCs TO BIG-SCREEN TVs!**

**SPECIAL OFFER! FREE GAMES—a \$150 value—  
INSIDE EVERY GAME BLASTER PACKAGE!**

These sensational computer games are FREE with every package!

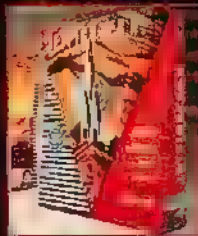
Prince of Persia®

JetFighter II™

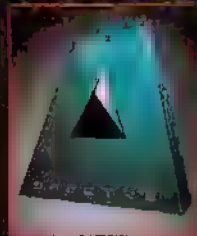
Spectre Challenger™



by Bröderbund



by Velocity



by Velocity

GAME BLASTER turns your living room into a virtual reality

gameroom by boosting your favorite  
PC games from your VGA monitor  
onto your big-screen TV.

GAME BLASTER converts your  
PC's VGA output to a video signal  
and supports 640x480 VGA  
resolution. So take off today with  
GAME BLASTER—and blast your  
computer into the next dimension.



Circle Reader Service #167



ADVANCED DIGITAL SYSTEMS 20204 State Rd., Curritos, CA 90701 (310)865-1432 (310)809-6144 (Fax) (800)888-8244

Available from leading computer products suppliers, such as: • Babbage's • Best Buy • CompUSA • Computability • Computer City • Computer Express • Egghead Software • Insight • PC Zone • Tiger Software • USA Flea



Keeping the enemy guessing will keep SEALs alive.

#### 4. Know Your Gear

A plethora of weapon and tool types are available to a SEAL commander; knowing which equipment to take can mean the difference between victory and defeat. SEAL commanders should learn the weapon specialties of each SEAL and equip them accord-



ingly. The mission should dictate the weaponry carried: an M72A2 LAW (light ant-tank weapon) may be perfect for taking out hardened enemy positions, but would be excess baggage during a rescue mission. The more equipment a SEAL carries, the slower he moves, making him a more vulnerable target. Keep in mind that SEALs tending captured enemy soldiers move slowly. SEALs already weighed down by 100 pounds of rocket launchers, grenades and ammunition will be scarcely able to move when moving captured enemy soldiers. Keep an eye on weapon ranges, too. A squad equipped with nothing but shotguns and pistols is in for a very bad day if forced to engage in a long-distance firefight.

#### 5. Cover And Concealment

In basic training, many U.S. infantry are taught the maxim: "I'm up, he sees me, I'm down." This brief sentence summarizes the importance of cover and concealment. As in real life, keeping soldiers out of harms way requires that they be seen as little as possible by the enemy. SEALs advancing towards a heavily defended target in an upright position won't live long; keeping them in a prone or crouched position will make them harder to spot by the enemy. When planning a mission, it's a good idea to plot a course through areas with plenty of ground cover, using any man-made structures for cover and concealment as well. Keep low, stay clear of wide open areas and utilize any available foliage to keep SEALs hidden from view.

#### 6. Conserve Ammo

Conserving ammunition is of paramount importance to any SEAL commander. The motto "One shot, one kill" is a wise one to follow. Wait until the last possible minute to engage the enemy. In most cases, I found that holding my fire until an enemy was close enough for the targeting reticle to turn yellow or red was enough to ensure a high probability of success. Frugal use of ammunition has other benefits besides the increased probability of a kill. It also translates into less ammunition being carried, resulting in faster moving, less-encumbered SEALs. It also attracts less attention: a SEAL who fires one shot is far less likely to be noticed than one that empties an entire magazine. One easy way to limit the amount of ammo expended during a firefight is to change the rate of fire (ROF) of a currently selected weapon. Pressing the 'R' key will cycle through the ROF options available for the current weapon. In almost all cases, keeping weapons on "semi" or "single" will yield the best results.

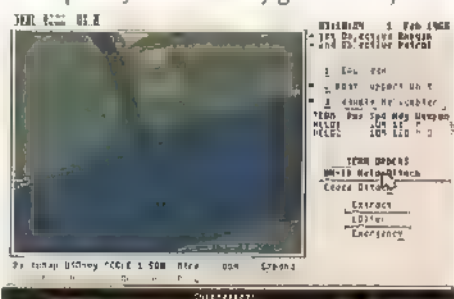
#### 7. Silence Is Golden

Next to cover and concealment, keeping SEALs quiet is key to avoiding the enemy. Players can accomplish this by moving slowly in prone position with a cease fire order. It's also a good idea to stop occasionally and scan the area. Turning off the game music (ALT M) and keeping on the game sounds will give players aural cues to the combat situation, with the noise of insects and birds changing when an enemy is approaching. Move slowly, keep low and fire controlled bursts.

#### 8. Use Your Fire Support

In almost every mission, fire support teams are just a key press away. When SEALs are pinned down by enemy fire, bailing them out with the fire support vehicle is a viable and highly recommended course of action.

Fire support vehicles also work wonderfully as moving distractions. One tactic which worked well for me was to have a support helicopter fly over a heavily guarded objective



and then hover some distance away from the target area, on the opposite side of the objective as my SEALs. Any enemy soldiers in the area would often follow the helicopter, leaving the objective unguarded. Remember that supporting fire from helicopters and other aircraft can often stray quite a distance from the target area—players should keep SEALs a healthy distance away from any ground targets.

#### 9. Use The Views

One of the many viewing options available to a SEAL Team player is the use of the enemy view, accessed by pressing the F9 key. When an enemy soldier has been seen and targeted by the point man, a targeting reticle will appear on the enemy soldier. Pressing the F9 key will shift the player's viewing position to the enemy's position. Holding the right mouse button down (or pressing button 2 on the joystick, if selected) and moving the mouse allows the player to peek around buildings, foliage and other obstacles for other threats. It's like having an invisible scout standing right next to the enemy. Pressing the F2 key will display a third person view of the point man and other SEALs, which is useful for viewing the surrounding terrain while the team is moving towards an objective.

#### 10. Practice Makes Perfect

Finally, SEAL commanders should make frequent use of the Practice Missions program option, accessible from the main menu. Each of the 80 individual missions in SEAL Team are available for practice, allowing gamers to scope out mission areas before a real mission takes place. Practicing missions will save lives, minimize time spent in the mission zone, and ensure that each mission is a success.

In addition to the suggestions listed here, SEAL Team players may want to obtain a few books on the SEALs in Vietnam and the tactics they used. A wide selection of reference books are listed in the bibliography of the SEAL Team manual. From that list, I found the following books to be especially useful:

John Pimlott. *Vietnam: The History and the Tactics*. Crescent Books, New York, 1983

Michael Lee Lanning and Dan Cragg. *Inside the VC and the NVA*. Ballantine Books, New York, 1992.

(The author would like to thank Sgt. Kevin N. Lawson U.S.M.C. for his assistance in preparing this article.) **CGW**



# DISK-COUNT SOFTWARE

Lowest delivered prices with great customer service.

## 800-448-6658

HOURS: M-F 9 AM-8 PM SAT 10 AM-3 PM EST

PRODUCT INFO & OTHER BUSINESS: 908-396-8880



NO SURCHARGE

SHIPPING IS ONLY \$4.00  
PER ORDER, NOT PER  
ITEM

### HARDWARE INCLUDED!!!

CD ROM	Library of Art Renaissance 55	SOFTWARE	Comanche	Great Britain	Lord of Rings 2	Putt Putt Fun Pack	Stronghold
Aesop's Fables 33	Loom 39	A Train 39	Mission Disk 25%	Hawaii 17	Lost File Shenker 27	Quarter Post 22	Steward for ACT 37%
Aircraft Encyclopedia 45	Lost Treasure 39	Construction Set 22	Comic Bk Creator 17	Instant Facit Loc. 19	Lost Treas Infocom 42	Quest for Glory 1 29%	GMAT, GRE, SAT 30
Amer Bus Phnkbk 39	MacMillan Child Dict 49	Across the Rhine 47%	Compan of Xanth 35%	Japan Scenery 19%	Lost Treasures 2 29%	Quest for Glory 3 39	Studyware Biology 37
Amer Hrt Pict Dict 75	Manhalla 49	Aces Over Europe 44%	Computer Works 46%	New York 29%	Lost Tribe 25	Rags to Riches 35%	Calc, Chem, Econ. 35
Arthur Teacher Trbl 41	Maniac Mansion 39%	Aces of the Pacific 42%	Cohort 2 19%	Paris 29%	Lunar Command 35%	Reach for Skies 19%	Physics, Statistic 35
Autodesk Explorer 119	Mantis 39	Mission Disk 19%	Conquest of Japan 35%	Pilots Power Tools 24%	Lost Vikings 29%	Reader Rabbit 35%	Studyware LSAT 37
Barney Bear Goes	Manjo is Missing 47%	AD&D Collect 2 42%	Confration Zak 25%	Rescue Air 811 17	Maelstrom 39%	Reader Rabbit 2 35%	Syndicate 37%
to School 28	Mavis Beacon 39	AD&D Starter Kit 42%	Crusader Dk Svent 39%	San Francisco 29%	Magic Candle 3 37%	Ready for Letter 35%	Take a break X-Word 29%
into Space 26	Mayo Clinic 49	AD&D Unlimited 37%	Cuckoo Zoo 31%	Scenery SI A or B 37	Maniac Mansion 135%	Ready Sea Read 29%	Pinball 7 29%
Battlechess 34	Mixed Up Moth Gs 37	Adibou Junior #1 34%	Cyber Space 34%	Scenery Enhn Ed 25	Manis 39	Reading Aid in Oz 36	Task Force 1942 37%
Beauty & Beast 49	Monarch Notes 75	Air Bucks 34%	Daemongate 35%	Sound & Graphic 25	Manis 39	Reading Comp 17	Admiral Edit 43%
Beethoven Ninth 59	Monkey Island 39	Air Bus A320 45%	Darklands 37%	Tahiti 19	Mano is Missing 35%	Ready Sea Read 29%	Terminator 2029 39%
Beritz Think & Talk	MM Music: Mozart 33	Air Duel 33%	Darksed 39	Washington DC 29%	Mano Teach Type 25	Reams of Arcadia 35%	Terraria 17%
French 105	MM Music: Vivaldi 33	Air Warrior SVGA 35%	Darkseed 39	West USA Sonry 39%	Master of Onyx 37%	Red Baron 39	Timnir 2 Cytobress 35
Spanish 105	Our Solar System 29	AJ World Discy 29%	Dark Sun 47%	West Europe 19	Mah Blaster Plus 29%	Mission Disk 17	Tetris Classic 31
Bloodnet 41%	Pool Shark 19%	Algebra Plus 30	Daughter of Serpnt 31%	Freddy Pharkas 39%	Mystery 29%	Return of Phantm 33%	Time Riders Amer 37
Blue Force 39%	Precision Map 84%	Alone in The Dark 33%	Deja Vu 1 & 2 37%	Front Page Pro 45%	Search of Spot 35%	Rex Nebular 37%	Tony LaRussa Base 17
Bookshelf 129	Prostar 39	Alphabet Blocks 29%	Design your RAID 35%	Fun School: Freddy Frog 37	Math Blaster Wind 36	Ring World 34	Tony LaRussa II 37%
Britannica Family Choc 49	Publish It! 69	Amazon 38%	Diol Pro DOW/Win2536 36	Sam Spy, Teddy Br17	Math Rabbit 29%	Robobots Wind 25%	Expansion Disk 19
Buzz Aldrin Race 59	Reference Library 59	Amazon Trail 34%	Dino Quest 31%	G-Force 19%	Mathology 29%	Rock & Bach Studio 35%	Top Class Series ea 15
Carmen World Dxe 65	Return of Phantom 37%	Amush 37%	Dinosaur Adventure 34	Gateway II 35%	Mavis Beacon 29%	Rodney Fun Screen 31	Tornado 45%
Caulous Condo 45	Robot/Airball/Time 25	Ancient Art War Sky 35	Discovering Amer 35%	Gearworks 29%	Mega Lo Mania 29%	Rome 29%	Treasure Cove 35
C D Game Pack 55	San Diego Zoo 49	Ancient Empires 30	Distast Sun 39%	Gobblins 1 or 2 22	Mental Math Games 37	Rule Engagement 239%	Treasure Mat Storm 35
C D Speedway 57	Secret Weapons 59	Animal Adventure 47%	Dog Fight 37%	Grand Slam Bndg II 32	Michl Jordan Fight 37%	Science Adventure 42	Treasure Mountain 35
Chess Maniac 34%	Seventh Guest 59	Animation Studio 75	Dr Floyd Desktop 19%	Great Naval Admrl 48%	Micro Cookbook 4. 31	Scooter Magic Cast 32	Trehouse 35
Christmas Carol 33	Sherlock Holmes 39	Arcade for Wind 29%	Dr Jay Window 59%	Super Ships 20%	Microsoft Golf 39	Scrabble Delx 32	Trislan Pinball 29%
CIA World Fact 39	Sherlock Holmes 2 42	Armored Fist 37%	Dr Quandy 31	Great Works 30%	Might & Magic 4 40	Seal Team 37%	Urbio Science 30
Cilipat Gofalsh 30	Sherlock Holmes 3 49	Ashes of Empire 35%	Dragon Sphere 39%	Gunship 2000 29%	Might & Magic 5 39%	Sort Weapon Luftw 29%	Turtle Tools 69%
Conan Cimerion 36	Sleeping Beauty 35	A.T.A.C. 35	Dragon Lair 3 39%	Scenano Disk 24	Milfies Math House 31	Tea of Duty ea. 20	Forge of Virtue 17
Creative Kids 35%	Sound Works 37	Auto Insight 49	Dreadnoughts 40%	Hardball 3 35	Mind Castle 35%	Seven Cities Gold 38	Silver Seed 19%
Curse of Enchantia 25%	Space Quest 4 37	Automap 44	Dune 2 36	Data Disk (ea.) 17%	Mixed-Up Fairy Tail 30	Shadow President 39%	Ultima 7 Part 2 47%
Dealstar Arcade 30	Space Series-Apollo 49	Automap Wind 59	Dungeon Master 29%	Harrier Assault 34%	Mixed-Up Mother Gs 30	Shadowcaster 29%	Ultima Trilogy 37%
Dictionaries & Lang 30	Space Shuttle 29%	Automap Europe 74	Dynamos Buddie 42	Headline Harry 37	Money/Clocks Wk 19	Shadowlands 29%	Ultima Trilogy 2 47%
Dune 45%	Spirit of Excalibur 37	Autoworks 39%	Eagle Eye Mystery 31%	Health & Diet Pro 26	Monkey Island 1/2 23	Sierra Action Five 25	Ultima Underworld 47%
Education Master 37	Seller 7 37	B-17 Flying Fortress 19	Eco-Quest 1 or 2 29%	High Command 42%	Monopoly Deluxe 34	Sierra Award Winner 47	Part 2 47%
Electronic Cookbook 75	Strange Deadline 39	Bailey's Bookhouse 29%	Eight Ball Delx 35%	Hong Kong Mahjong 32	Mulanoid Challenge 31	Sierra Starfar Bnd 39	Ultrabots 37%
Elect. Home Library 49	Star Trek Enhanced 49	Bane Cosmic Forge 36	Elfish 35	Hoyle Bk Game 1/3 30	Mystery at Museum 35%	Sierra Service 2 19%	Uninvited Window 37%
Elctm Traveler Card 33	Street Atlas 99	Batman Returns 39%	Empire Deluxe 35%	Humans 25	NFL Challenge 59	Sim Ant 34%	Unnecessary Rough 35%
Encarta Encylopd 249%	Talking Classic Tale 75	Battlechess 4000 SVGA 36	Scenario Disk 19%	Inca 34%	NFL Coaches Club 33	Sim Art French 35	US Allias DOS 31
European Monarchs 49	Talking Classic Tale 75	Battle of Destiny 35%	Enrmt Pak Win (ea.) 25	Incredible Machine 29%	Nice's World 31	Sim City Classic 25%	Utopia 29%
F-15 39%	Time Table Science 59	Beat the House 29%	Enc the Unready 35%	Indiana Jones 4 37	Open Dialog 44%	Windows 25%	V for Victory (ea.) 42%
F-117A 43%	Ultimate Shareware 59	Betrayal of Kronor 39%	Etlemar 35%	Inspector Gadpet 35%	Operation Neptune 35	Sim City 39%	Vista Pro 73%
Family Doctor 39	US Aftas 42	Betty Crocker Cook 34%	Eye of Beholder 20	Island of Dr Brain 29%	Orbits 29%	Sim Earth Dos/Win 39	Vocabulary Dowl 32
Fatty Bear 43%	US Allias w/Automap 49	Blue Crypt 31%	Eye of Beholder 2 38	Jefffighter 2 39	Open Dialog 44%	Sing a Long Wind 31%	Wacky Funsters 19%
Font Master 39	US History 38	Bloodnet 37%	Eye of Beholder 3 42	John Madden 2 31%	Operation Neptune 35	Snap Dragon 32	War in Gulf 29%
G Force 19%	US Presidents 49	Blue & Gray 35%	EZ Cosmos 42	John Madden 2 31%	Orbits 29%	Snoopy Game Club 29	War in Russia 45%
Gateway II 35%	USA Wars: Civil War 49	Blueforce 39%	Ez Language Series 47%	Johnny Quest 29%	Oregon Trail Delx 34%	Soilare Window 29%	Warrior of Legend 19%
Gettysburg MM Hist 43	USA Wars: WWI 49	Body Illustrated 47%	Fr, Gr, Il, Sp, Jp, Rs 31%	Jump Jet 29%	Omni FX 25	Soilares Journey 35	Wayne Gretzky 3 35
Golf Winkies Adv 33	USA Wars: Vietnam 49	Bodyworks 30%	F14 Fleet Defend 44%	MPE Version 48%	Out of This World 36	Space Ace 2: Bon 36	Wayne's World 29%
Golden Immortal 28	USA Wars: WWII 48	Bug Bunny WkShp 31%	F15 III 44	Kye Deluxe 30%	Outnumbered 30	Space Adventure 42	What's My Angle 30
Great Cities Vol 1 49	Voyage Planet ea 69	Caesar 35%	Master Edition 49%	Kid Cut 35%	Pacific Wars 47	Space Hulk 37%	When2 Worlds War 35
Gunship 2000 37%	Wily Beemish 37	Car and Driver 27%	F117a Stealth 29%	Kid Desk 25	Paladin 2 35	Space Quest 5 39%	Where Cmin San Diego 39
Guy Spy 32	Win CD 32	Carm Strike 39	Falcon 3.0 45	Kid Pictures 19%	Patrol 24%	Spear of Destiny 39	Amencia Past 34%
Humans 25%	Win Comm & Miss 45	Carmers at War 2 19%	Over Fight Tiger 25	Kid Pix 35%	PC Study Bible 42	Special Forces 29	Europe 30%
Inca 35%	Win Comm/Ultima 6 45	Cash for Kids 31%	Mig 29 Data Disk 34%	Kid Works 2 35%	Peppers Adventure 29%	Spectre 35%	Space 40%
Inspector Ga-Art 37%	Win Comm/2 57	Castle 2 35%	Family Tree Maker 42%	Kids Zoo 33%	Pinball Dreams 29%	Spellbound 31	Time 30%
Interactive Old Test 52	World Atlas 42	Castle of Dr Brain 30	Farm Creativity Kit 18	Kings Ransom 34%	Prntal Dreams 29%	Spellcasting 301 35	USA 30%
Interactive Storytime 45	World War II Pak 37%	Center Court Ten. 12%	Fatty Bear Birthday 31%	King's Quest 6 34%	Prntal Dreams 29%	Spell it Plus 30	USA Deluxe 44%
Intro Games Ed/Sp 79	Adults Only-Must be 21	Challenge 5 Realm 33%	Fields of Glory 33%	Land of Lore 34%	Prntal Dreams 29%	Spelljammer 37%	World Deluxe 44%
It's a Wonderful Life 48	Animation Fantasy 65	Champions 35%	Flashback 32%	Legacy 38	Prntal Dreams 29%	Sports Adventure 33	Wild Science Arcad 35
Jazz Multimedia Hist 69	PC Pix Vol 1 or 2 65	Chemistry Works 39%	Flight Simul ATP 28%	Legacy Necromm 19%	Prntal Dreams 29%	Star Trek 25th Annv 37	Ween Prophecy 34%
Jets & Props 55	Porkware 65	Chessmaster 29%	Flight Simulator 5 43%	Legion's of Krelia 37	Prntal Dreams 29%	Star Trek Audio Clip 34%	Wing Command 2 47%
Jones in Fast Lane 37	Private Collection 65	Children Writ & Publ 39	Air Tric Cntrl 34%	Lemmings 29%	Prntal Dreams 29%	Star Trek Screen Sav 37	Wing Com Acadm 31%
Just Grandma & Me 36	Priv. Pictures 1 or 2 65	City Streets 59%	Arcraft Adv Facty 25	Lemmings 2 35%	Prntal Dreams 29%	Next Generation 38	World Circuit 34%
Jutland 44%	Seedy Vol 1-7 ea. 85	Civilization 37	# 885 17	Legions of Krelia 37	Prntal Dreams 29%	Sicklyr Math Tutor 30	MPE Edition 44%
Kings Quest 5 42	Storm 1 or 2 85	Civilization Deluxe 45%	# 701 17	Letha Weapon 35%	Prntal Dreams 29%	Sicklyr Pre-School 30	World Tour Tennis 32%
King Quest 6 Up 26%	Visual Fantasy 65	Civilization Win 41%	Airport Facty Loc 17	Links 25	Prntal Dreams 29%	Sicklyr Read Tutor 30	World War II 35%
Land Of Lore 34%	Caddies 7.95 ea. 34 19	Coaster 39%	California 37	Unks 29	Prntal Dreams 29%	Sicklyr Spell Tutor 30	X Wing 39%
Languages of World 99		Cobra Mission 39%	East USA Scen 39%	Unks 386 Pro 39	Prntal Dreams 29%	Storybook Weaver 29%	Yobi Spelling Trick 29%
Learn to Speak Spn 59				Course Disk ea 16	Prntal Dreams 29%	Stinke Commander 45%	Zodiac Signs 39%
Leisure Suit Larry 42				386 Course ea 19%	Putt Putt Parade 32	Speech Disk 17	Zoo Keeper 32
						Strip Poker 3 32	Zug's Spelling Adv 22
						Data Disk (ea.) 17	Adv of Eco Island 22

Sound Cards	SB CDROM Intnl 369	MIDI Software	CD DRIVES	Joysticks	Multimedia
ATI StereoFX 139	SB Portblaster 149	Ballade Windows 79	Toshiba	CH Flightstick 37%	A/tech
StereoFX CD 147%	SB Video Blaster 349	Band in a Box 69	3041 Internal 489%	CH Game Card 3 31	Audio Show 369
Covox Voice Blstr 64%	SB Video Sclpt 419%	Cadenza 125	3041 External 594%	CH Mach 3 28%	Pro 256 280
Gravis Ultra Sound 129	SB Waveblaster 234%	Cakewalk 95	Textol America	CH Virtual Pilot 65	Pro Color Plus 529
CD-ROM Kit 298%	Sound RAP 10 459%	Cakewalk Win 129%	3021 Internal 349	Eliminator Card 26	ProVGA TV 458
Media Wizard	SCC-1 GS 375	Cakewalk Pro 169	3024 Dbl Spd 390	Gravis Analog Pro 39	Pro PC/TV Plus 249%
Audio Port 139	SC-7 315	Cakewalk Win Pro 240	3024 Business 679	Gravis Joystick 32	Pro VGA/TV + 659
CD-ROM Kit 298%	SC-55 549%	Encore 379	3024 Education 694	Gravis PC GamePad 21	VideoSurge 659
Audio Port 139	SC-12C ea 105	Jammer Pro 125	3024 Home 559	Kidz Mouse 30%	VideoSurg SVHS 729
CD-ROM Kit 298%	SPEAKERS	Laser Music Procs 79	3024 Multimedia 495	Krak KC3 Joystick 28	Wave Watcher 419
Audio Port 139	SC-150 Shielded 28	Master Tracks Pro 249	5024 Dbl Spd 445	Maxx Flight Yoke 69	TV/GRX TV 259
CD-ROM Kit 298%	SC-550 Shielded 35	MCS Stereo 55	5024 Business 789	Maxx Pedal 39	
Audio Port 139	w/3-band Equalizer 45	Midiscan 268%	5024 Education 729	Quickshot Game Cd14	
CD-ROM Kit 298%	SC 1000 84%	Midsoft Studio 159	5024 Multimedia 969	Quickshot Warrior 19	
Audio Port 139	After Launching 200 219	Music Bytes Vol 1 65		Suncorn Command 19%	
CD-ROM Kit 298%	ACS 300 299	Music Mentor 79		Thrustmaster	
Audio Port 139		Music Printer Plus 419		FCS 69	
CD-ROM Kit 298%		Music Time 189		FCS Pro 109	
Audio Port 139		Piano Works 99		Game Card 29%	
CD-ROM Kit 298%		Quick Score Deluxe 99		Weapons 2 95%	
Audio Port 139		Songwnght 5 89%		Rudder Pedal 109	
CD-ROM Kit 298%		Trax for Windows 60		UPROM Chip 29%	
Audio Port 139					
CD-ROM Kit 298%					
Audio Port 139					
CD-ROM Kit 298%					
Audio Port 139					
CD-ROM Kit 298%					
Audio Port 139					
CD-ROM Kit 298%					
Audio Port 139					
CD-ROM Kit 298%					
Audio Port 139					
CD-ROM Kit 298%					
Audio Port 139					
CD-ROM Kit 298%					
Audio Port 139					
CD-ROM Kit 298%					
Audio Port 139					
CD-ROM Kit 298%					
Audio Port 139					
CD-ROM Kit 298%					
Audio Port 139					
CD-ROM Kit 298%					
Audio Port 139					
CD-ROM Kit 298%					
Audio Port 139					
CD-ROM Kit 298%					
Audio Port 139					
CD-ROM Kit 298%					
Audio Port 139					
CD-ROM Kit 298%					
Audio Port 139					
CD-ROM Kit 298%					
Audio Port 139					
CD-ROM Kit 298%					
Audio Port 139					
CD-ROM Kit 298%					
Audio Port 139					
CD-ROM Kit 298%					
Audio Port 139					
CD-ROM Kit 298%					
Audio Port 139					
CD-ROM Kit 298%					
Audio Port 139					
CD-ROM Kit 298%					
Audio Port 139					
CD-ROM Kit 298%					
Audio Port 139					
CD-ROM Kit 298%					
Audio Port 139					
CD-ROM Kit 298%					
Audio Port 139					
CD-ROM Kit 298%					
Audio Port 139					
CD-ROM Kit 298%					



# CHIEF EXECUTION OFFICER

## A Guide To Corporate Culture In The Syndicate

by Jeff "Do These Ties Come In Keolar?" James

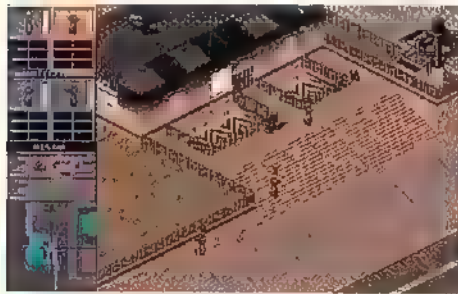
Date: 07 October 2007

To: CyberCorp Field Executive Trainee, Western European Territory

From: CyberCorp Internal Security (CCIS)

RE: CyberCorp Field Executive Operations Manual

The position of Field Executive for the CyberCorp Syndicate is a challenging but rewarding position. As leader of a squad of Field Agents, your tasks are many and varied: you must simultaneously serve as a territorial administrator, tax collector, strategic planner and tactical field com-



mander. Due to the complexity of your mission, we at CyberCorp Internal Security (CCIS) have prepared this document to aid you. This material will give you the information you need to embark on a lucrative career with The Company and increase CyberCorp market share at the expense of our rival Syndicates.

### SECTION 1.0: Administration

#### 1.1: Choose or lose

One of the first challenges you will face as a CyberCorp executive will be that of choosing which territory to invade. Keep in mind that regions with large populations will contain the toughest opposition. If your agents are relatively inexperienced and lack advanced weaponry, choose a less populous territory.

#### 1.2: The cyborg tax man cometh

Taxes are the lifeblood of CyberCorp. Without the timely collection of funds from our willing citizenry, it would be impossible to maintain CyberCorp's aggressive marketing efforts. Most territories will start out at 30 percent taxation and can be easily increased to 40 percent. It's a good idea to keep your tax rates fairly low until you've conquered large tracts of territory. As the CyberCorp empire grows, be sure to tax your territories appropriately. As we become stronger, it is only fair that our citizens are taxed to reflect the privileges they enjoy under our leadership.

#### 1.3: Agent management

Our cyborg agents are our bionic eyes, ears, hands and fists. It is through our agents that you will accomplish all of your goals as a CyberCorp executive. Upgrading agents is essential: without timely enhancement, our agents will become next to useless against the more advanced minions of our rival Syndicates. Following is a list of physical enhancements ranked from highest to lowest priority.

**Brains:** Enhanced artificial intelligence enables agents to recognize and respond to enemy actions more quickly. Reaction time and initiative are essential in the tougher territories where a few second of delay can mean life or death. The Syndicate that strikes first will often win the battle.

**Chest:** Consider the chest upgrade as glorified armor. The better the armor, the more punishment an agent will be able to endure. An agent attempting the Atlantic Accelerator territory without a Level 3 chest enhancement is destined for the reusable waste heap.

**Legs/Heart:** Both of these upgrades are important. Improved legs increase the movement speed of your agents, while enhanced hearts boost health and increase regenerative ability. With Level 3 legs, lightly-equipped

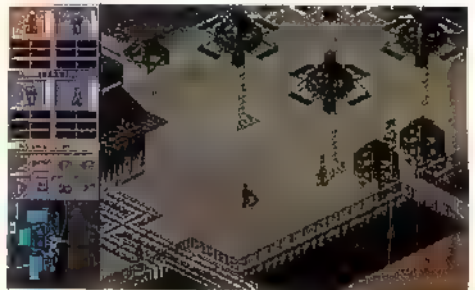
agents can run as fast as the fastest ground cars.

**Arms:** Arm enhancements will increase the carrying ability of agents, allowing them to carry more and heavier objects. You should have the arms of your agents upgraded eventually, but you should consider this a fairly low priority.

**Eyes:** Our research has shown that bionic eye implants are highly overrated. Agents will identify enemy agents sooner and shoot better at a distance with implants, but these features are superfluous in the toughest scenarios. Extensive analysis of agent combat actions reveals that more than 75% of tactical encounters are decided between short and middle range.

#### 1.4: Arms control

While waging war with enemy Syndicates you'll find that some weapons are undoubtedly more useful than others. For all practical purposes, the pistol, shotgun and even the Uzi should be considered weapons for the uninitiated. They're cheap and available from the outset, but are woefully inadequate for most missions. By far the most popular weapon in the CyberCorp armory is the minigun. A powerful short- to medium-range weapon with incredible stopping power, the minigun packs an impressive amount of ammunition. The flame-thrower is another useful weapon; nothing seems to destroy structures and vehicles with as much visceral



impact as a few flares from one of these. The gauss gun (rocket launcher) and the laser are also worthy of note: both are extremely powerful weapons, but the limited amount of ammunition makes them less effective than they initially appear to be. Trust your miniguns in the heat of battle and they will see you through to victory.

## SECTION 2.0: Combat

### 2.1: Choose your position well

As CyberCorp management is so fond of saying, there are three important rules when supplying product to a consumer: location, location, location. This maxim also holds true in combat. Before a mission, study the layout of the mission area. If your mission is to eradicate enemy agents, find a defensible, secure area with only one or two access routes, then let the enemy come to you. Secondly, keep your agents in view of your command



ship at all times. Due to the unique viewing angle afforded by the hovership, your view of your agents may be blocked by buildings. Trying to direct the actions of agents hidden within structures or behind walls is a recipe for disaster—keep them in sight at all times.

### 2.2: Drivers education for androids

Nothing is more seductive to a squad of exhausted agents than a fast ground car. Perfect for covering vast distances of territory quickly, ground cars unfortunately have a darker, more deadly flip side. Ground cars are extremely flimsy vehicles, prone to burst into flames after receiving just a few bursts from a minigun or flame-thrower. You should use ground cars only in areas free of enemy activity. Obtaining a vehicle is simple: a quick burst from an Uzi or minigun is understood by our citizens to mean that you wish to borrow their vehicle for official business.

Also, note that even the best armored cyborg needs to look both ways before crossing any thoroughfare. A surprising number of our agents have been damaged or eliminated in collisions with ground cars. Remember: stop, look and listen.

### 2.3: When outgunned, head for cover

In some territories, our enemies will have

more powerful weapons than we have. This is especially troublesome if the enemy owns long-range weaponry, able to strike your agents from afar with impunity. The solution to this dilemma is a simple one: move your agents around the corner of a building or place them inside one, and wait. Let the enemy come to you.

### 2.4: Stagger your ammo

An oft overlooked problem of weapon use is simultaneous reload periods. If all of your agents are given fully-loaded magazines at the start of a mission, they may run out of ammo at roughly the same time and be forced to switch weapons, creating a window of opportunity for the enemy. In a furious firefight, nothing is worse than having your agents all vulnerable at once. Allow one or two agents to fire a few rounds of a new magazine to insure that you will have at least one agent ready to respond while other agents reload.

### 2.5: Collateral damage is an agent's best friend

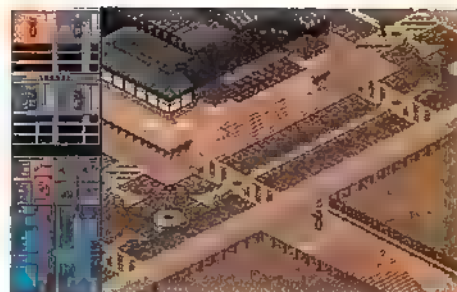
Nothing beats area effect weapons (gauss guns and time bombs) for mass destruction. A gauss gun round fired into a pack of enemy agents will disable most of them. Placing a time bomb or two along the expected approach routes of enemy agents can yield results, too; simply shoot the time bombs when the enemy runs past them. Finally, nothing seems to explode as nicely as a moving ground car. Pin the enemy next to a vehicle with minigun fire, then hit the car with a gauss gun. The resulting explosion will eliminate most enemy agents (and civilians, police and even your agents—keep your distance!) in the surrounding area.

### 2.6: Panic mode

Perhaps the most useful feature of our latest production run of cyborgs is the panic mode. Activated when both buttons are depressed on your control device, panic mode places each agent in an autonomous state with heightened senses and reflexes. When in panic mode, agents will automatically fire on any enemies that come within range and will move at nearly twice their normal rate. Placing just one agent into panic mode will give you a valuable sentry, while an entire squad in panic mode turns into a hyperactive death-machine that is frighteningly ferocious in its frenetic flailings.

### 2.7: Find an Uzi, pick it up, and all that day...

When an enemy agent, guard or police officer is slain, he will usually leave behind his weapon. These weapons are as good as cash.



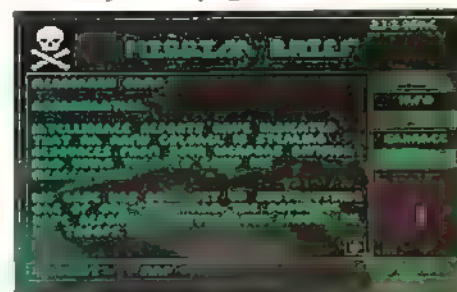
They can also provide a quick reload in the heat of combat.

## SECTION 3.0: The Atlantic Accelerator

As an informed CyberCorp executive, you're undoubtedly aware of the importance of the territory commonly referred to as the "Atlantic Accelerator." Several teams of our agents have attempted to overtake this territory, but all have met with little success. These failed missions were not entirely fruitless, as our knowledge of the territory is now much greater. One successful strategy involves equipping each of your four agents with four miniguns, two gauss guns, one medikit and one force field. Once you arrive in the mission area, immediately engage panic mode and move as quickly as possible to an area in which you are better able to protect your agents. Limit the enemy's avenues of approach, use your gauss guns for maximum collateral damage, and expend your munitions frugally—our research shows that 73 percent of failed missions are due to the squad running out of ammunition. Remember, a squad without ammo can do nothing but await a cruel piecemeal dismantling.

We at CCIS sincerely hope this information will be useful to you. The ongoing battle with our enemy Syndicates requires that we demand the utmost from our employees; we don't take failure lightly. And remember—whatever you do, we'll be watching.

*The CCIS would like to thank special agent James "Vorpall" Joule III of the Syndicate "Rogue America" for his invaluable assistance in the creation of this briefing. CCW*







# VIKINGS JUST WANNA HAVE FUN

Interplay's *The Lost Vikings*

by David M. Wilson

What do you get when you cross The Mario Brothers, The Three Stooges, Yosemite Sam and Hagar the Horrible? The answer is something close to Interplay's *The Lost Vikings*. The title may sound something like a new role playing game, but it is really a clever blend of comedy and puzzle solving.

The fiction behind this multiple level cut-up is like something out of *The National Tattler*. An evil alien with the less-than-impressive name of Tomator kidnaps three Vikings and imprisons them aboard his spaceship. Naturally, they attempt to escape and, in so doing, travel through various time warps and dimensions in a whimsical attempt to find their way home.

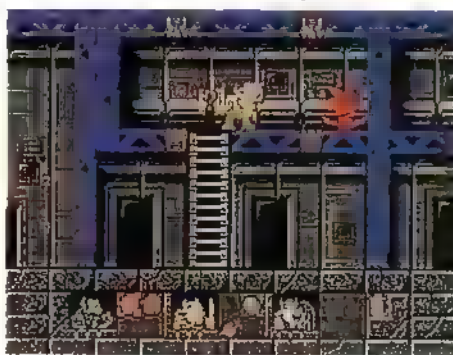
The object of the game is to progress through 37 levels and defeat the alien boss monster on the last level. Each level is chock-full of traps and tricks to prevent our boys' escape and, to make it equally daunting, all three Vikings must make it to the exit of each level in order for the player to advance.

Each of the three barbarian champions is unique. Eric looks like a Nordic version of Yosemite Sam and specializes in running and jumping. He can also head-butt his way through some walls. Baleog is the troupe's fighter. He is not only the sole Viking capable of destroying monsters, but his bow and arrows can also be used to flip switches and buttons in otherwise inaccessible places. Olaf the Stout carries a wooden shield to be used in blocking enemy attacks. He is also something of a Viking visionary, having discovered a sport from the future—hang-gliding. Using his shield, Olaf can hang-glide into areas where Erik and Baleog cannot go. Naturally, having Olaf properly deployed means that his shield can protect all three, while Baleog can shoot arrows at the threatening enemy.

At various points in the game, Baleog will need to shoot arrows in order to trip switches or punch buttons. However, if the player doesn't have one of the other Vikings properly placed to supervise the process, the arrow simply disappears. For example, at one point Baleog needs to shoot a screen's width plus a

little bit more. He fires, but the arrow will not hit the target, no matter where the player positions Baleog, *unless* Eric is placed in a position to see the arrow fly true to its mark. The player must shoot the arrow and then quickly switch to the Eric character or the arrow will not hit the target. It doesn't make sense, but that's the way the game works.

Each Viking can hold up to four objects in his inventory. The most important objects are bombs, keys and food. Bombs can be placed to destroy walls or enemies. Beyond their obvious function, keys will be needed to turn off some laser beams, activate ceiling fans, and topple walls. Food can heal damaged health. Sadly, there is no treasure to plunder.



While the plot of the game is simplistic and early levels are easily solved, the levels gradually develop into quite a test of puzzle solving prowess. Most of the game consists of knowing where to take the Vikings in order to solve the puzzle, but parts of it require a bit more manual dexterity and hand-to-eye coordination. Nevertheless, it is not a typical joystick busting game because there are plenty of places to stop and breathe without any danger.

The bad guys were cleverly presented, whether they were mummies who walked with hands outstretched to convert our heroes into the walking undead; a villain who was a Baleog look alike; or the boss alien, Tomator (a giant green guy). The most *ingenious* enemy, however, was a simple

arm and hand bouncing a rubber ball. The arm would stop and throw the ball, striking our heroic Vikings and moving closer for more attacks. This imaginative enemy had me laughing out loud, until he attacked the first time.

Another imaginative concept was introduced in the game. If the player returns to replay a level too often, the Vikings begin to grumble among themselves. If the player repeats a level 15 times, he gets a nasty message from Thor, who proceeds to declare that in "his day" Vikings always made it through a level the first time. These messages, along with the messages at the end of each level, add to the comedic environment of the game. Too bad the replay messages are the same throughout the entire game. After awhile they just get in the way of a good game and one tends to key right through them without reading them.

The musical soundtrack adds to the game's ambiance as well, since it provides melodic variations for each time/dimension frame being played. Fortunately, though, there is a toggle, because as good as it is, it gets really annoying after awhile.

While some might try to compare this game to *Lemmings* or *Mario Brothers*, it really holds only a slight similarity to either. The puzzles aren't quite as intricate as those in the former nor the reflex challenges as intense as the latter. The game is a unique puzzle solving adventure, great for people who enjoy using their cerebral cortex along with their eye to hand coordination, and play-balanced well enough to make it worth their while. **C&W**

## The Lost Vikings



THE PRICE SYSTEM REQUIREMENTS

PROTECTION DESIGNERS PUBLISHER

THE LOST VIKINGS  
\$29.95  
Atari 2600, IBM PC, Super Nintendo  
IBM PC: VGA or better, VGA graphics  
MB hard disk space  
Atari 2600: 128K or 256K  
Ruler: IBM PC, Super Nintendo  
The minimum disk space is 1MB  
Simon & Schuster, Ronit Mith  
1994  
Evanston, IL  
708/555-0078

# SMART MOVES!

Looking for inside strategies so you can play your best? Tune into Planet Kidz on CNBC Saturday at 4:30 (est) November 27th for radical new games for Super Nintendo Entertainment System® and the best in computer software.

**Math Blaster®** from Davidson.

Make learning fun with the world's best-selling math program. Four all new activities cover addition, subtraction, multiplication, division, fractions, decimals, percents and more. With over 50,000 different problems possible, you'll boost your problem solving skills into the stratosphere.

Sharpen your skills with exciting games for the super NES and SEGA CD from LUCUSARTS™ and JVC. Join Luke Skywalker, Han Solo and Chewbacca in a continuation of their epic action/adventure in Super Empire Strikes Back™. Test your skills in the fast paced action packed SEGA CD Thunderstrike.

Remember to watch Planet Kidz for smart strategies and computer tips on November 27th.





"I Came, I Played, I Conquered"



Art by Rutledge MacGowan, Copyright 1993 KRM Graphics



**QQP's Battle of the South Pacific**  
by M. Evan Brooks . . . . . 228

**Koei's PTO**  
by H. E. Dille . . . . . 234

**SSG's Warlords II Strategy Tips**  
by Robert Hayes, . . . . . 237

**Roger Keating on Warlords II** . . . . . 241

**Gold-Juno-Sword A Final Review Of The V for Victory Series**  
by Terry Coleman . . . . . 244

**SSI's War in Russia Review M. Evan Brooks Meets Gary Grigsby at Stalingrad** . . . . . 248

**Opponents Wanted** . . . . . 251

**The Great War: Passing Mustard Gas**  
by H. E. Dille . . . . . 252

**Another Look At Three-Sixty's Patriot**  
by M. Evan Brooks . . . . . 254

## Winter (No) Quarters Empire Deluxe Tournament Heads for Finals

by Alan Emrich

Sure, the holiday season is a time for peace, family and long winter's nights. But one can only be so civilized. At some point, encountering one more Christmas carol, movie, decoration or glass of eggnog during these dark days of December will drive a person to scream. If you are among these Yuletide curmudgeons, relax. Just whip out a wargame and peaceably take out your frustrations through simulated mayhem and destruction. It will keep you on Santa's "nice" list, and you will be much more fun to be around.

What has been very fun to be around this past month is our *Empire Deluxe* Tournament, co-sponsored by New World Computing. The semi-finals are over and an eastern and western champion have emerged. Next month, we'll have our grand prize winner and runner up. Our two defeated semi-finalists, however, in addition to their cool *Empire Deluxe* hat provided to all contestants by New World, will receive a one year subscription/extension to *CGW*. Hopefully, lifting these new, heavier issues will provide them the exercise they need to triumph in their next tournament!

### Mark Conder vs. Mike Koln

In the western regional finals, a best of three match went to Mark Conder who won games 1 and 3. Each player won their first game as Green (after the scenario modifications put in place as described last issue), so they agreed that neither player could be Green in the last game. In the rubber match, Mark's blue horde over MAK's elite red troops by way of overwhelming production and some good fortune in battle.

### Ray Matthews vs. Henry Gale

This was a battle royale. These two friends, who entered by signing up together in the same piece of e-mail, conducted a six game match where each would play both sides of every potential player combination in our three-way tournament scenario. At the end of the first four games, Ray was up 3-1 and looked like a shoe-in for the finals. Each time, Ray would take a production handicap of two, while Henry always took a combat handicap of two.

However, Henry came back in the last two contests, leaving the match tied at three victories apiece. A rubber match was required. Ray took blue, Henry green. Ray made an early attack against the computer player's red capital which seemed to have reed-off the computer player. It

launched an all out retaliatory campaign, taking four cites from Ray by turn 44. Henry had only to remain patient and, when the time was right, simply march in and pick up the pieces from the vicious red-blue campaign. It was all over on turn 68, with Henry coming back from a 3-1 deficit to win the match 4-3.

Well, gentlemen, on to the finals! It is my understanding that at press time our two titans were preparing to grapple and were making further play balance suggestions. It looks as though they're up for a best of five match, and we'll bring you the results next issue.

### On Top of the (Avalon) Hill

The rose (Jim Rose, to be precise) is starting to bloom at Avalon Hill. After signing up Atomic Games for two projects (*Operation Crusader*—their redesign of the *V for Victory* game engine and *Beyond Squad Leader*), they've moved beyond their past reputation in computer gaming by announcing that they were "back with a vengeance." With an ambitious schedule of future war and strategy games that are enhanced, computerized versions of their boardgame classics *Third Reich*, *Civilization*, *5th Fleet* and *Blackbeard*, "The Hill" is certainly making a major commitment to computer gaming.

When asked why their next release, *Computer Third Reich* has been delayed, Jim Rose informed me that he has been keeping close tabs on what the grognards have been saying about *High Command* and *Clash of Steel* on the computer networks. Hearing customers lament over the current state of wargaming AI, he stated that Avalon Hill's policy will not be to release a game when it's ready, but rather when it's *good*. While I've heard this before from many others, Jim backed up his claim by sending a beta copy for me to examine (sans AI) and indicated that "when the AI is better, we'll release it." Not only is that the right attitude, but that is also a practical one considering the past reputation in computer gaming that Avalon Hill has to overcome. (Would that all computer game companies could afford such delays in releasing titles until they're more perfected.)

Until next issue, so long from the bunker. One final bit of advice to my brother wargamers: kiss your sweetheart under the missile row this year—a TOW Missile in the kisser is not acceptable even if her family *does* come to visit. I hope you find some quiet time both for thee and thine and thy hobby, wargaming. **CGW**

# Combat Supplies

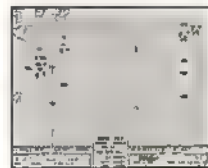


## The WARGAMER'S Computer Company supplies you with the tools you need.

**H**PS Simulations is devoted to wargamers and their needs: the need to be an integral part of the action; the need to control battlefield conditions; the need for accuracy; the need for detail. HPS products satisfy these needs.

### Point of Attack

The most realistic PC tactical combat simulation available. POA is a platoon/section



tactical simulation, with over 100 modern weapon systems from eleven countries. The artificial intelligence is incredibly accurate. Wargamers can control air superiority, supplies, communications, weather, morale,

weapons, etc. POA includes a choice of specific or random Middle East scenarios/ maps. An optional Map Builder program (\$15) allows players to create unique maps.

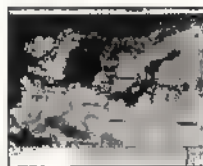
*"...for the **grogard** or serious student of the modern battlefield, POA becomes virtually mandatory."* — CGW

(\$44.95 + \$4.00 S/H)

POA runs on IBM and compatibles only, with EGA graphics, and 512K minimum RAM.

### Aide De Camp

Now you can use your computer as a playing aid for all your wargames. Up to 30,000 hexes per game map, unlimited units, multiple user-defined zoom levels, game-turn replay ability, and easy play-by-mail or modem makes ADC the most exciting new product for board wargamers. ADC does not include rules for any specific games - the board game must be purchased separately. Several board game



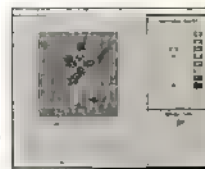
publishers are creating ADC add-on disks for their games, allowing players to jump right into operations, bypassing the symbol set and map input steps.

*"ADC is a must have product that will change the way you play war-games."* — CGW

(\$79.95 + \$4.00 S/H)

ADC requires at least 600K RAM, VGA, for IBM and compatibles only. Mouse optional.

**HPS Simulations — the source for all your Combat Supplies.**



Available only by mail. Please add \$4.00 shipping and handling. CA residents add state sales tax. Please specify disk spec when ordering.

**VISA/MC: CALL (408)554-8381**



Mail checks/money orders to:  
**HPS Simulations**  
P.O. Box 3245  
Santa Clara, CA 95055-3245



**Order Now! 800-999-7995**  
**International (201) 677-1400 Fax (201) 677-9484**

Positronic Bridge .....	32	Tony Larussa II Draft .....	16
Power Game Bundle 2 .....	32	Tony Larussa I Player ..	16
Prince of Persia 2 .....	45	Tornado .....	52
PrintShop Deluxe .....	47	U S Atlas for Windows ...	54
Privateer .....	52	Ultima 7 Forge of V.rue ..	52
Privateer Mission Disk 1 .....	22	Ultima 7 The Black Gate ..	50
Privateer Speech Pack .....	22	Ultima Underworld II ..	52
Prophecy .....	27	Ultima Stygian Abyss ..	25
Putt Putt Joins the Parade ..	33	Ultima VII Silver Seed ..	22
Putt Putt's Fun Pack .....	25	Ultima V II Pagan .....	52
Quaterpole .....	35	Ultrabots .....	39
Quest Glory 4 .....	43	Uninvited Windows .....	40
Quest for Glory I .....	43	Unlimited Adventures .....	37
Railroad Tycoon Classic .....	22	USA East Scenery Disk .....	43
Railroad Tycoon Deluxe .....	43	V Victory 4: Gold Sword ..	43
Rampart .....	29	Victory at Sea .....	45

Mouse Yoke	29
Night Force Joystick	Call
Omega Joystick	9
PC Command Control	19
Pilot's Edge Version 1.0	12
Pilot's Edge Version 2.0	12
Pilot's Edge Version 3.0	12
Sabre Analog Joystick	22
Virtual Pilot	59

**SOUNDCARDS/CD**

Virtual Plot Pro ... .. CALL  
Digital Edge CD ROM Kit....695  
Discovery CD 16 bit Int. 595  
Edutainment 16 Interna ... 595

**For the Best in  
ADULT CD ROM.  
Call, Write or Fax  
Mission Control for a  
List of the Hottest  
Titles and Most  
Competitive Prices.  
You Must be 21+  
to Order.**

**\$5 SAVE! \$5**

**\$5.00 off your order (over \$50)**

**Simply send in coupon with your order!**

**(offer expires 12/31/93)**

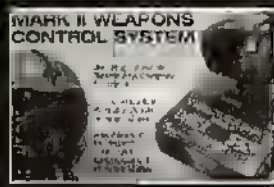
**Not to Be Used For Sale Items!**

**One Coupon Per Household**

## CD ROM HEADQUARTERS

(I) = Interactive (M) = Movie

101 Sexual Positions	69	FIS Strike Eagle 3	59	Private Eye Mystones	45
101 Sexual Positions 2	69	Fantasies and Lifestyles	69	Private Pictures Vol. 1	69
7th Coast 2 The 11th Hour	59	Fantasy Doctor	35	Protostar War on the Frontier	43
7th Coast	59	Fatdog Exposed (I)	41	Pull! Pull! Goes the Moon	47
AD&D Dungeon Hack	37	Fatty Bear's Birthday Surprise	45	Pull! Pull! Joins The Parade	39
AD&D Fantasy Exports	45	Foetus	44	Pull! Pull's! Fun Pack	39
Adult Movie Almanac (I)	98	Fractal Fantasy	43	Q 69	44
Adult Private Vow 1 CD Rom	69	Game Pack 2	35	Rebel Assault	57
Adult Sampler CD	14	Gameward Dames of the Galaxy	25	Return of the Phoenix	62
Adventures of Seymour Butts (I)	69	Gdx Galore	22	Return to Earth	60
Aegis Cavalier of the Fleet	53	Gifs in Vinyl 1 or 2	69	Riviera Pacific (M)	59
After Dark Trilogy (M)	69	Gifs of J. Stephen Hicks II	28	Roadway's Fan Screen	69
All Beaters	33	Girls, Girls, Girls, Girls	44	Sci-Fi Fantasy	28
American Business Photobook	79	Global Explorer	99	Secret of Monkey Island	29
American Girls	39	Great Naval Battles	54	Secret Weapons of the Luftwaffe	29
American Journey	42	Graffiti Encyclopedia	99	Seymour's	69
Animals	64	Gunsling 2000	37	Shakespeare's Complete Works	29
Animation Fantasies 2	69	Hacker	99	Shoreware 1993	39
Animation Fantasies	69	Hawaii Girls	39	Shoreware 1993	44
Arthur's Teacher Trouble	39	Hell Cab	67	Shoreware Explorer	56
Astrology Source	52	Helden Obsessions (M)	68	Shoreware Extravaganza	44
BIT & Sexual Service Combo	39	High Volume Hudes	39	Shoreware Overload	19
Bangkok	49	Hot Hanks	69	Shoreware Studio	29
Bare Assaults	69	House of Dreams (M)	39	Shovelware Holmes Detective 1 or 2	32
Basics Electronic Cookbook	39	Isac	45	Shovelware Holmes II	49
Battle Chess Enhanced	79	Indiana Jones 4 Fate of Atlantis	42	Shuttle Flight Simulator	27
Best of Vinyl (I)	69	Intestabile (M)	44	Siegecraft Beauty	35
Beitrayat (M)	69	Iron Vols	62	Soulware	44
Bible Library	33	Irish Girls 3 to 1	39	So Much Shoreware	69
Bite Force	43	Jettland	53	Soft Kill	39
Birthdays a Family Choice	39	Kama Sutra	69	Soldware Vack 2	37
Busting Out (M)	69	Kang Being	58	Soldware Vault Field	47
Busby Babes 2	39	King's Quest 6 Upgrade	27	Southern Beauties	69
Cafe Flesh (M)	44	King's Ransom	37	Space Quest 4	29
Camp Double D (I)	44	L.A. Strippers (M)	69	Sports Illustrated Almanac	38
Cal and Mouse (I)	69	Language Discovery	32	Star Trek 25th Anniversary	47
Chess Maniac	43	Legends of Porn II (M)	44	Storm 4	64
ChessMaster 2000	32	Library of the Future	49	Strike Commander	58
College Girls (M)	44	Local Girls 2	44	Super Samurai	44
College Cultures (M)	44	Local	34	Tanet Dreams	44
Conspiracy	48	Lord of the Rings	47	Swamware 1993	39
Creepy Gravities	49	Lost Treasures of Infocorn 1 or 2	47	Talking Classic Tales	65
Crems De La Crems	44	Lovey Ladies 2	44	Talking Schoolhouses	38
Cute & Cuddles	45	Luscious Ladies	44	Terrorist Group Profiles	44
Blue Staff or Ole	42	Mad Dog McGee	42	The Journeyman Project	59
Bank San Shattered Lands	54	Mammals National Geographic	29	Timetable Business Politics & Media	42
Debbie Does Dallas (M)	44	Man Enough (I)	47	Tony LaRussa 2	54
Deep Throat (M)	69	Mansions, Experimental Fighter	47	Totial Baseball '93 Ed.	49
Digital Dancing (I)	59	Men Who Love Women	44	Total Fantasies	44
Digital Dreams	44	Mixed up Mother Goose	24	Tran 1 Love You (M)	44
DirtyTalk (I)	69	MUM 2 Day of Tenebris	45	Tropical Girls	39
Beans of Passion (I)	69	Moving Fantasies (M) CD Rom	44	Ultima Underground/Wing Command 2	68
Dracula Unleashed	52	Mystique of Orient	59	USA Wars: Civil War	39
Dream Machine (I)	69	New Wave Hookers (M)	44	Video Cuts	43
Dune	59	Night Trips (M)	68	Visual Fantasies (M)	69
Education Master	37	Night Watch (I)	69	Weekend at Ernie's (I) CD	44
Educational Castland	20	North American Indians	44	Where in World Canons Debauch	39
Encyclopedia of Clip Art	34	P.C. SIG Games	34	Wicked (M)	69
Eric the Unready	37	Paradise Club (I)	69	Wild Places	29
ErolKafe	99	PC Seg Version 2	34	Wild Women	39
European Racer	43	PBG I CD	32	Windowmaster	32
Exotic Girls	39	Phoenix 3.0	15	Windows 1993	34
Extreme Drift	49	Phone Sex	29	Wing Commander 2 Deluxe	39
Eye of the Beholder 1,2,3 Bundle	54	PhoneDex Residential 35A	58	Wing Commander Debauch	36
Eye of the Beholder 3	42	Porn Wars	44	Women of Venus	39
F17A Stealth/F15 Strike Eagle 2	39	Princess of Persia (M)	44	World Traveler	29



**Weapons Control Mark II - Hands on**  
tune/tilt with 7 controls including radar  
mode, weapons select, waypoint select and  
counter measures Fully Programmable \$590

### Simply The Best!

**Flight Control**—The joystick for Flight Simulators. Compatible with all flight simulator packages as a 2 button joystick. \$69

Flight Control P-9 511

Riviera Package	\$110
ACM Game Card	\$35

\_\_\_\_\_

Victory Pak .....	47
Walker .....	32
War in the Gulf .....	34
Warlords 2 .....	43
WC 2 Ops 1 & 2 Pak .....	27
When Two Worlds War .....	31
Where Space Carmen Del .....	50
Where in World Deluxe ....	48
Winball Windows .....	30
Wing Commander/Lit. 6 .....	39
Wing Comm. 2 Speech .....	27
Wing Comm. Academy .....	35
Wing Commander Deluxe .....	50
Wing Commander II .....	25
Wizardry Trilogy 2 .....	37
World Pack CD Rom .....	45
World Circuit Grand Prix .....	37
WWII Battles South Pacific .....	37
X-Wing MD 2 B Wing .....	22
X-Wing .....	42
X-Wing Mission Disk 1 .....	22

Pro Audio Spectrum 16	189
Sound Blaster 16	219
Sound Blaster 16 ASP	219
Sound Blaster Deluxe	289
Sound Blaster Pro Deluxe	122
Sound Blaster Pro MCA	258
Sound Blaster Pro 16	132
Sound Machine w/PC Kit	99
Soundman 16	129
UltraSound	118
Voice Blaster	77

**THRUSTMASTER**

Wave Blaster .....	236
ACM Game Card .....	35
Flight Control System .....	69
Rudder Pedals .....	115
Weapons Controller M2 .....	99

**Our New Mission  
Control Communic  
is here! Order our  
Color Catalogue filled  
with New Items, CD  
Rom, Discount  
Coupons, Complete  
Listings and more!  
FREE with your order,  
or send \$2.00 to  
receive it.  
(Outside of US and  
Canada send \$5.00)**

## ACCESSORIES

Art of the Kill .....	29
CD Rom Caddie .....	7
CS 150 Speakers .....	29
CyberMan .....	83
Gameblaster .....	115
Microsoft CD Rom Drive .....	299
Mouse Mat Single .....	8
Notebook Gameport .....	47
Sound Blaster Speakers .....	22
V32 Internal Fax Modem .....	169

## CONTROLLERS

Analog Joystick	32
Analog Plus	27
Aviator Yoke	29
Eliminator Game Card	29
Fight Control Pro	115
Fight Stick	39
Fight Stick Pro	62
FX 2000	27
G Force Yoke	59
Gameport 2 MCA	22
Gameport III Automatic	34
controller	39
controller for Laptops	39
Thunder Joystick	39
Mach II	17
Mouse Wheel	29

**Get The Facts Via FAXBACK!**  
**CALL (201) 676-7454**  
 from your fax machine!  
 Receive info on New Releases,  
 Adult CD Rom, Specials & More!  
 24 hrs 7 Days a Week

# MISSION



# Take Advantage of Our \$5.00 Off Coupon!

## Order via GENIE! Type MC-SOFTWARE to visit our store!



**"The Seven Secrets of Life"**  
Can you forge through the evil that lurks in the depths of the eerie dungeons, ominous castle towers and the savage countryside? Use skills, magics, and raw strength to help you on your quest. Play alone or with your partner. An intuitive interface makes the game easy to control. Simply one fine adventure and role playing endeavor.

By QQP.....\$37.

### IBM DISKS

ATrain.....	42
A.T.P. Flight Commander .....	37
A320 Airbus .....	46
Aces of the Pacific .....	47
Aces Pacific WW2 1946 .....	22
Aces Over Europe .....	47
AD&D Dungeon Hack .....	40
AD&D Fantasy Empire .....	40
Adventures Willie Bem 2 .....	43
After Dark Saver DOS .....	35

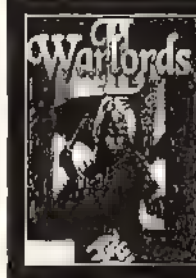


The ultimate combat stick for all PC's. Powerful new features: 3 fire buttons, Trigger, Throttle, Trims, Viewing and more. Activate Weapon Controls.

ON SALE!!.....\$65.

Air Dual Flight Simulator .....	42
Air Warrior .....	37
Airport & Facilities Direct .....	20
Airline in the Dark .....	37
Ambush at Sorinor .....	40
Animation Studio Windows .....	79
Arborea .....	32
Archon 93 .....	32
Armored Fist .....	47
Armour Geddion .....	32
Ashes of Empire .....	37
AutoWorks .....	47
Baseball Windows .....	43

Bear the House .....	32
Betrayal at Krondor .....	43
Blades of Destiny .....	53
Blood Net .....	43
Bloodstone .....	30
Blue Force .....	43
Bram Stoker's Dracula .....	37
Bridge 7.0 .....	32
Bridge Master Windows .....	37
Brx .....	24
Caesar .....	37
Carrier Strike .....	43
Carriers at War .....	43
Carriers at War 2 .....	47
Carriers War Const. Kit .....	37
Center Court Tennis .....	15
Champions .....	37
Chess Maniac 5 PC .....	45
ChessMaster 4000 .....	37
Civilization Master Edition .....	47
Clash of Steel .....	43
Coaster .....	20
Cobra Mission .....	47
Cohort II .....	22
Comanche Max Overkill .....	47
Comanche Mission Disk 1 .....	28
Comanche Mission Disk 2 .....	35
Command Advent Starship .....	43
Companions of Xanth .....	37
Conquer Windows .....	43
Conquered Kingdoms .....	37
Conquered Kingdoms 1 .....	27
Cuckoo Zoo .....	33
Cyber Race .....	43
Dark Side of Xeen .....	45
Dark Sun Shattered Land .....	52
Daughter of Serpents .....	21
Deja Vu I/II: Ace Harding .....	33
Delta V .....	43
Detroit .....	37
Discov Steps Columbus .....	37
Dom non .....	40
Doom .....	47
Dragon Knight 3 .....	43
Dune 2: Dynasty .....	37
Dyno Quest .....	27
Eagle Eye Mysteries .....	33
Earth Invasion Windows .....	27
Easy Street .....	27
Eight Ball Deluxe .....	32
El-F sh .....	37
Empire Deluxe .....	37
Empire Scenario Builder .....	22
Empire Deluxe Windows .....	37
Enc the Unready .....	37
Element .....	37
Eye Beholder 1 2 3 Bundle .....	47
Eye of the Beholder 3 .....	37
Falcon 3.0 .....	50
Falcon 3.0 Mig 29 .....	37
Falcon 3.0 Fighting Tiger .....	30
Fatty Bear's Birthday .....	35
Fields of Glory .....	37
Flashback .....	35
Fleet Defend F 14 Tomcat .....	48
Flight Sim Toolkit .....	37
Fluxmix .....	32
Forgotten Castle .....	52
Freddy Pharkas .....	43
Front Page Sports Football .....	43
Front Page Football Pro .....	47
Gabriel Knight .....	43
Game Maker .....	59
Gary Grigsby's Pacific War .....	47
Gary Grigsby's War Russia .....	47
Gateway 2 .....	37
Geekwad Games of Galaxy .....	25
Global Domination .....	37
Grand Siam Bndge 2 .....	33



Finally...The Sequel, "Warlords II" Now, Warlords II gives you more of everything. More worlds to conquer, more mighty armies to make and enemies to vanquish. All displayed in fabulous, hi-res graphics and backed by a full sound track. Features include: random worlds, hidden maps, exciting and dangerous quests, new exotic army types and the smartest computer opponents ever. BY SQ.....\$47.

Call us and use your MC, Visa or Discover

**800-999-7995**

**International 201-677-1400**

**Fax 201-677-9484**

**Methods of Payment:** We accept Visa, MC, Discover Card & Money orders. Personal checks allow 14 days to clear. School, State & City purchase orders accepted. **Shipping:** UPS Ground (\$5 minimum)/UPS Blue (\$7 minimum) APO & FPO (\$7 minimum). **Overseas minimum \$30 shipping (please fax orders)** Send money orders or checks to:

**MISSION CONTROL 551 Valley Road Suite 211  
Dept. CGW1293, Upper Montclair, NJ 07043**

Overseas & Military Orders given special attention!

Grave Wolf Aces of Deep .....	42
Great Naval Battles .....	47
Great Battle Admiral's Pak .....	54
Hardball 3 .....	37
Hardball 3 Stadium Disk .....	19
Hardball III Players Disk .....	19
Harpoon 2 .....	47
Harpoon Challenger SIG .....	52
Harpoon Designer Series 2 .....	27
Head Coach Football Wind .....	27
Heirs to the Throne .....	37
High Command .....	47
Hong Kong Mahjong Pro .....	33
Hoyle's Book of Games 3 .....	32
Hoyle's Book of Games 4 .....	32
IndyCar Racing .....	47
Innocent Until Caught .....	37
Isle of the Dead .....	37
Italy Scenery Disk .....	52
Jagged Alliance .....	47
Jeopardy Alex .....	27
Jeopardy Alex Windows .....	27
Jordan In Flight .....	25
Jump Jet .....	39

### METAL & LACE The Battle of the ROBO-BABES!



Our gorgeous Robo Babes are expecting you! They'll give you a welcome you won't soon forget. An action game like you've never played before. You'll be dazzled by Hi-Res Anime graphics!

By Megatech...\$35.

Kasparov's Gambit .....	37
Kid Pix .....	37
King's Quest 6 .....	47
King's Ransom .....	37
King's Table .....	27
Koshan Conspiracy .....	37
Kronolog The Nazi Paradox .....	43
Kye Deluxe Windows .....	28
Lands of Lore .....	37
Leisure Suit Larry 6 .....	43
Legacy Realm of Terror .....	43
Legend Kyranada 2 Fate .....	40
Leisure Suit Larry 5 .....	27
Life & Death II The Brain .....	32

Links 386 Pro .....	42
Links Banff Springs .....	22
Links Course Belfry .....	22
Links Course Innbrook .....	22
Links Course Mauna Kea .....	22
Lost Files Sherlock .....	30
Lost in Time .....	43
Lost Treasures Infocom 2 .....	32
Lost Vikings .....	32
Lucky's Casino .....	37
Lunar Command .....	37
Madden Football 2 3.5 .....	35
MM 2 Day of Tentacle .....	40
Masters of Orion .....	37
MechWarrior 2 .....	43
MegaFortress Old Dog .....	28
Metal and Lace .....	34
Mickey's 123 2.0 .....	22
Mickey's ABC's 2.0 .....	22
Microsoft Arcade Windows .....	34
Microsoft Flight Sim 5.0 .....	49
MM 4 Clouds of Xeen .....	43
More Incredible Machine .....	32
More Vegas Games Wind .....	22
NanoTank Windows .....	30
Naval America At Antic .....	22
Naval Scenario Builder .....	29
New York Scenery Disk .....	32
NFL Coaches Club Football .....	43
NHL Hockey '94 .....	43
Out of This World .....	37
P.T.O .....	42
Pacific Strike .....	52
Pacific Strike Speech Pack .....	20
Paris Scenery Disk .....	32
Perfect General .....	37
Pilots Power Tools .....	27
Pinball Dreams .....	32
Pirates Gold .....	43
Police Quest 3 .....	43
Police Quest 4 .....	43

## SUPER SALES!!

While Supplies Last!

A Line in the Sand .....	14
A.T.A.C. .....	29
Action Station .....	19
Ad Lib Gold 1000 .....	99
Air Force Commander .....	19
Airbucks .....	19
Aircraft & Adventure Fact .....	22
Ancient Art War in Sides .....	29
Arachnophobia .....	9
AutoMap Windows 2.0 .....	39
Bandit Kings Ancient China .....	37
BattleChess 4000 VGA .....	29
Buzz Aldrin's Race in Space .....	34
Campaign .....	29
Carrier Strike 5.25 .....	19
Combat Classics .....	24
Computer Cleaning and Vacuum Kit .....	19
Computer Vacuum Kit .....	14
Conan Cimmerian CD Rom .....	19
Crime Does Not Pay .....	9
Dragon's Lair 3 .....	29
Expert Pet Care .....	9
Eye of the Beholder 3 .....	37
F15 Strike Eagle III .....	37
FallSafe Guardian .....	19
Gameport 2 MCA .....	22
Goblins 5.25 .....	27
Golf Guide: (CA & HI) CD .....	19
Greens: Ultimate Golf 5.25 .....	37
Gunship 2000 VGA 5.25 .....	30
Harpoon Battleset #4 5.25 .....	19
Heimdahl .....	19
Hockey League Simulator 2 .....	22
K.G.B. 5.25 .....	19
L'Empereur 5.25 .....	29
Land, Sea, Air Trilogy 2 .....	24
Leather God. Phobos 2 .....	34
Legend of Excaliber .....	19
Lemmings 2 .....	32
Jordan In Flight .....	25
Jump Jet .....	39
Mach 1 Joystick CH Prod. .....	17
Maestrom 5.25 .....	33
Mantis: Fighter .....	34
Mario is Missing .....	24
Martian Memorandum .....	19
Mavis Beacon Typing 2.0 .....	19
Microsoft Flight Sim. V4 .....	29
Monopoly Deluxe Windows .....	29
Mouse Yoko .....	38
Grammy Awards CD Rom .....	39
Omega Joystick .....	9
Oregon Trail IBM .....	27
Panzer Battles Macintosh .....	14
PowerGame Bundle .....	29
Reading Adventures in Oz .....	29
Remote Control 5.25 .....	9
Rex Nebular .....	37
Romance 3 Kingdoms II .....	37
Scenery Upgrade Bundle .....	29
Tropics & Rocks .....	29
Scrabble Deluxe Windows .....	29
Secret Island Cr. Quandary .....	29
Software Jukebox CD Rom .....	29
Sound, Graphics Air .....	24
Special Forces .....	22
Special Ops 2 5.25 .....	17
Spoils of War .....	29
Strike Commander .....	42
Super Munchers .....	27
Swap .....	19
Theatre of War 5.25 .....	29
Tom Landry Football .....	29
Trolls 5.25 .....	30
Trump Castle 3 .....	29
Ultima 7: Forge Virtue 5.25 .....	22
Ultima 7: The Serpent Isle .....	42
Ultima Underworld II 5.25 .....	49
Vell of Darkness .....	22
Wayne Gretzky Hockey 3 .....	32
What's My Angle .....	34
Wonderland 5.25 .....	14
Zoo Keeper .....	29





# Meet Them... Midway!

## World War II: Battles of the South Pacific

by M. Evan Brooks

**W**orld War II: Battles Of The South Pacific (BOTSP) is a simulation of naval strategy and tactics between 1942 and 1943. As either the Japanese or the Americans, the user assumes the role of theater commander fighting for supremacy in the Pacific in a plethora of scenarios.

"Quick Games" are small scenarios emphasizing a particular game mechanic and can be completed in an hour or two (*Flattops* is an evenly-matched, ahistorical carrier battle; *Seastrike* is a build-your-own surface battle similar to some of the campaigns in *Lost Admirals*; *Free4All* is similar to *Seastrike*, except one can choose carrier forces as well; *Amphib* offers an American invasion of a Japanese port; *Clash* is a major surface battle; *Mop-Up* is an engagement wherein the American forces attempt to secure total supremacy in the ending phases of a campaign; *Invade* offers a Japanese offensive early in the war; *Liberate* portrays an American attempt to free a major island).

"Battles" are intermediate-length scenarios, which may be completed in an evening

(*Yamamoto* is a hypothetical slug-fest; *Coral* depicts the Japanese attempt to seize Port Moresby in 1942; *Midway* is the classic and decisive naval engagement of the Pacific).

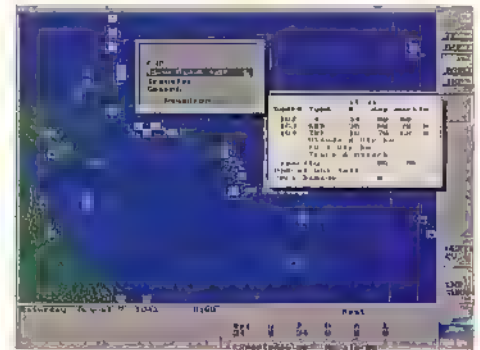
"Campaigns" are long scenarios, with game-time running up to a year (*Coral Sea* begins in May 1942; *Solomons* begins in August 1942; *Esperance* begins in October 1942). Even if one does not wish to engage in a campaign, the option of using everything available offers a valid learning tool for the shorter scenarios as well.

### The Written Word

The manual is a half-sized 100-page pamphlet. However, *South Pacific* is not geared for the *grogg* wargamer. Thus, the basic rules are covered in 23 pages, the advanced rules in 31 pages, and combat/scenario notes in the remainder of the documentation. The documentation is adequate. Any computer manual that notes that "the rules of the game are based upon common sense..." delivers a sense of foreboding to most users. However, *South Pacific* is in fact somewhat intuitive, and even a novice user will be able to maneuver around the map-board and engage in combat. Being able to engage in combat effectively is another matter, and one that will require both a careful reading of the documentation, experience with the pro-

gram, and intelligent planning.

The tactical/strategic hints are generic and may be summed up as "hit them hard—hit them first!" Good words of wisdom, but often difficult to achieve in an unbalanced scenario.



The documentation covers everything, but only actual play will enable the user to visualize how the different aspects of the program fit together. This is not difficult, it just does not translate well to paper. As long as the subject is potential mistranslation, I do wonder why a *Luftwaffe* field marshal ("Smiling



### World War II: Battles Of The South Pacific

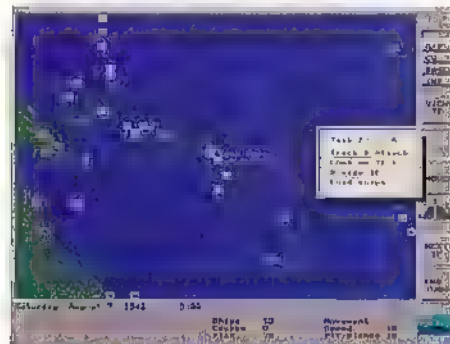


NAME: World War II: Battles Of The South Pacific  
PRICE: \$59.95  
SYSTEM: IBM  
REQUIREMENTS: 286 or better, 1MB RAM, VGA graphics, 6.2MB hard drive space; Audio and SoundBlaster sound cards supported  
# OF PLAYERS: 2  
PROTECTION: Documentation lock up  
DESIGNER: Rod Olson, Bruce Williams and Mike Isom  
PUBLISHER: Quantum Quality Productions  
1046 River Avenue  
Flemington, NJ 08822  
(908) 788-2799

Al" Kesselring, perhaps?) is prominently pictured in the manual. Perhaps this is another case of the Berg Theorem of Wargames (i.e., to be successful, a wargame requires Nazis, Nukes, or NATO). But aside from Herr Feldmarschall wandering into the wrong theater, the documentation is accurate.

## Star Spangled Soundtrack

The graphics and sound are well done, especially the sound. As the user prepares to give orders, his subordinate will respond vocally—and if one is playing the Japanese, in a *PIC* (politically incorrect) accent. The verbal acceptance of orders is amusing and the sound effects of depth charges, torpedoes and "bombs bursting in air" give proof through



the night that sound can indeed play a factor in wargames.

A good variety of sound cards are supported and, for the first time, I was able to get digitized speech with my *PAS-16*. Actually, I was able to use the *PAS-16* option in the beta version; when the commercial version was released, the use of the *PAS-16* option caused continuous lock-ups. By changing to an *AdLib* compatible setting, I was able to get adequate sound.

On first impression, the graphics are clear and well-done. They are reminiscent of an amalgam of *Carriers at War* (ship-to-ship/air-to-air engagement), *Pacific War* (strategic map), and *Empire Deluxe* (strategic map icons). However, as one continues to play, the graphics begin to pale somewhat.

The submarine-and-destroyer scenarios are interesting initially, but soon become relatively insignificant. It would have been nice to be able to turn off this portion of the graphics. But what is even more disconcerting is the "lessons learned."

When aircraft penetrate a surface fleet screen, the vessels are lined up linearly, in a depth up to three vessels. The user has an option to reallocate his fleet in any manner he chooses. Since the enemy aircraft always penetrate from left to right, optimal placement would be for the carriers to be in the extreme right flank shielded by escorts to the front. What is wrong with this is that it is completely ahistorical. Carrier task forces utilize a defense in depth, with virtually a symmetrical defense. An air threat can easily



## "Baseball heaven"

- Mike Douglas, online game player

"Has no rival"  
- PC Magazine

"Sparkles with unalloyed brilliance...truly belongs in a league of its own."  
- Game Players PC Entertainment Magazine

"Breathtaking...stunning...a landmark product"  
- Sports Game Review

"True baseball fanatics can slide head-first into baseball fantasy"  
- New York Times

Call now to order  
**1-800-654-5472**  
Ext. 10  
(Open 24 hours)



Compete against friends, challenge the computer, or relax in Spectator Mode.

Share the sense of time and place known only to true baseball fans. Playing the computer game *Baseball for Windows* is like being on the field. Includes four powerful programs that put you in control —

- Baseball
- League Manager
- StatMaster
- Advanced Draft

APBA presents **BASEBALL FOR WINDOWS**  
Only \$69.95 plus shipping. No-Risk 30 day money back guarantee.  
Miller Associates, 11 Burtis Ave. Suite 200, New Canaan, CT 06840

## the FASTEST

CD DRIVE ON THE MARKET

**Q DRIVE CD**

**\$599.95**

MAC/PC

- |                           |                            |
|---------------------------|----------------------------|
| • RCA stereo jacks        | • Fast 280ms access time   |
| • Front panel phone jack  | • 230 MB/sec transfer rate |
| • Personal hard phone not | • Multi-optic technology   |
| • Two stereo speakers     | • Photo CD capability      |
| • Double enclosure door   | • MTBF 50,000 hrs          |
| • Automatic lens cleaner  | • Two CD-Roms              |
| • Plays audio CDs         |                            |

**SPECIAL BUNDLE**  
IBM/MPC

Chameleon 3000

Leon

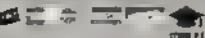
Secret of Monkey Island

Stellar 7

**\$79.95** With purchase of drive!

Call for a FREE CD-Rom catalog filled with our complete line of CDs & Multimedia accessories!

**1-800-777-3642**



Quality Computers



adapt to any direction, and in fact optimal torpedo bomber tactics called for a "Hammer/Anvil" approach in order to strike a vessel from two directions, thereby ensuring a broad target to at least one attack vector. The graphics herein, while enjoyable, do not teach a proper lesson to the user, and to a novice gamer, would in fact teach the wrong lessons of history.

Ship-to-ship engagements are handled *à la* *Carriers at War*. While the placements and movements of the fleets are not purely accurate, the rendition of the battle line moving forward to engage is somewhat more acceptable.

Engagements against surface installations are also depicted. The actual screen illustrates the fleet lined up to the lee side of the shore installation. Each hour, bombardments may occur, and while shore batteries may in fact be "heavy," I wonder about the caliber and accuracy of those depicted herein. Let the Aggressor Beware!—these shore batteries pack a tremendous punch, and an unwary fleet can go down to defeat.

Once the game is loaded, one can use the mouse to perform virtually all functions. Moving a task force is as easy as clicking on origin and then on destination. The route

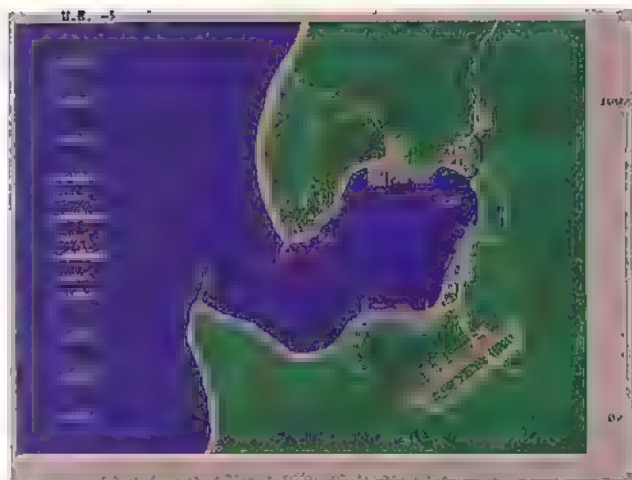
chosen also states the time necessary to arrive, and one may alter speed as well (although continuous combat speed is guaranteed to consume fuel and add to wear-and-tear). Victory is often determined by the judicious approach of reinforcements rather than a pell-mell rush of ships arriving in an exhausted and fuelless state.

Surprisingly, a game editor is not included. While some of the scenarios allow a free-form composition, it would have been an added bonus to allow the player to determine his own campaigns in the Pacific.

The advanced game allows one to tailor bombing missions for land (HE [high explosive]) or naval (AP [armor piercing]) targets, retrieve more details on individual ship damage, set up patrols, replenishment, etc. Again, virtually everything can be accomplished by a mouse click.

### Find, Fix, Destroy!

Actually, the easiest way to understand the



simulation is to do—nothing. Just put the simulation on computer versus computer, and watch the ensuing battle. Hopefully, the observer will gather sufficient knowledge as to be able to begin a scenario alone.

At no time will both sides ever be really equal in strength; even in the hypothetical scenarios, the inclusion of historical naval assets will mandate both different fleet compositions and qualities. The Japanese fleet has better torpedo capability (both on ship and plane) plus aircraft range, while the American fleet has better endurance. Determine the

## What Do PC Jet Jockeys Want?

Hair-Raising Sorties  
Death Defying Maneuvers  
Heroics  
Victory  
Realism  
HOTAS™  
And

# ThrustMaster® Controls

10150 SW Nimbus Ave. Portland, OR 97223-4337 PHONE (503) 689-3200 FAX (503) 620-8094

### NEW PRODUCT



The Mark II WCS™  
(Programmable Throttle;  
Also Allows you to  
Program your Joystick)



FCS™ (Joystick)



RCS™ (Rudder Pedals)



Psychotic Killers.

Hand-To-Hand  
Combat.

High Explosives.

Acid Baths.

Then It  
Gets  
Bad.

## CRITICAL PATH

Kat, chopper pilot—turned survivalist, has only one hope for escape from Generalissimo Minh's maximum security facility...You. Guide Kat along the Critical Path, through scene after scene of killers, mutants, traps and high-explosive surprises. It's a gritty, realistic cinematic experience!

"This isn't a game...they're going to KILL me!" From your fully-equipped control center, you share Kat's view via a camera mounted on her headset. Action bursts forth on your screen with lifelike 3D motion video, explosive sound effects and music soundtrack! Warn Kat of fast-approaching dangers. But if you slip up... it's "Game Over"! Sign up for combat duty at a software dealer near you.



MEDIA VISION

WINDOWS™  
CD-ROM

Call 1-800-845-0870 for information or a dealer near you. © 1993 Media Vision, Inc., 47800 Bayview Parkway, Fremont, CA 94538. Fax: (510) 770-8892. Media Vision, the Media Vision logo and Critical Path are trademarks of Media Vision, Inc. All other trademarks are those of their respective companies. All rights reserved.

Circle Reader Service #161





victory conditions and react accordingly. It does little good to have sunk the enemy fleet when the victory conditions called for occupation of an island.

In the simplified menus, air strikes may be either standard (bombers only) or full (bombers plus fighter escort). Be sure to divide the fighters into a squadron to leave on CAP (combat air patrol). The game simply has each type of plane in a separate squadron (e.g. fighter, dive bomber, torpedo bomber). His-

can't strike if he doesn't know the location of the enemy.

Be sure to access all units—task forces, air fields, etc. Do not get distracted by a carrier battle only to forget to commit land-based air. Remember, carrier air is important, but it is much more fragile than land-based air.

As the American, torpedo bombers are good for searches. Their use in a combat offensive role is to act as a magnet for enemy

torically, this was not correct, but *South Pacific* was not meant to be a detailed historical simulation. Therefore, one should divide the fighters into separate squadrons.

The bombers do not have to be split, and actually they should stay together in order to achieve a unified strike and overwhelm the enemy's defenses. The only exception is to draw a few planes off in order to use

them as spotters. One

ammunition. Rarely will one achieve success with torpedo bombers; such was history, such is the game.

Find, fix, destroy! The offensive catechism holds true in *South Pacific*, as the American, one must seek out and try to close the range. Japanese aircraft have a longer range, although they do suffer from a certain fragility.

## Parting Shots

*South Pacific* is the most detailed wargame yet released by QQP. It is engaging and entertaining, but I find it somewhat light as a serious simulation. Is this a flaw? It isn't if gamers understand that *South Pacific* is not designed to be a serious simulation. So, for those who tire of the satisfying historical challenge of *Pacific War* and want a quick and easy "pick-me-up," *South Pacific* will do. Also, for the Alan Emrich-types, the inclusion of a modem option will insure a presence on the hard drive for a substantial period.

Will the novice gamer be entertained? I am not sure if *Battles Of The South Pacific* will attract a novice audience, but assuming it does, I'm unsure if the neophyte wargamer will have the endurance to delve into the intricacies of the simulation. **CGW**

HAVE YOU EVER WONDERED  
WHY THOSE OTHER "SIMULATIONS"  
ARE SO UNREAL?  
PERHAPS, WHILE DOING MORE  
PICTURES,  
THEY FORGOT ABOUT  
RESEARCH, TESTING, & DESIGN.

WE DIDN'T.

## SIMULATIONS CANADA... FOR SERIOUS WARGAMING

### NAVAL COMBAT:

\*\*\*New\*\*\* **RED SKY AT MORNING**, Global Naval Strategic Combat In The Modern Era.

\*\*\*New\*\*\* **MAN OF WAR**, Grand Tactical Naval Combat Under Sail, 1765 - 1815.

**THE MIDWAY CAMPAIGN**, Operations In The Central Pacific, 1942.

**THE SOLOMONS CAMPAIGN**, Operations In The South Pacific, 1942-1943.

**FLEET MED**, Tactical Naval Combat In The Med, 1939-1943.

**MALTA STORM**, The Battle For The Mediterranean, 1941-1942.

**KRIEGSMARINE**, Tactical Naval Combat In The Atlantic, 1939-1944.

**NORTHERN FLEET**, Modern Naval Operations In The Atlantic Ocean.

**GRAND FLEET**, Tactical Naval Combat In The North Sea, 1906-1920.

**IN HARM'S WAY**, Tactical Naval Combat In The Pacific, 1943-1944.

**LONG LANCE**, Tactical Naval Combat In The Pacific, 1942.

**SEVENTH FLEET**, Modern Naval Operations In The Pacific Ocean.

**FIFTH SQUADRA**, Modern Naval Operations In The Mediterranean Sea.

**GREY SEAS, GREY SKIES**, Tactical Modern Naval Combat.

**ORDERING INFORMATION, PLEASE READ CAREFULLY:** All games are \$60.00 each for Americans, \$80.00 each for Canadians (GST included), and \$65.00 each for purchasers outside North America. We will let cheques clear before shipping (6 weeks), so, money orders are preferred. PLEASE be sure to tell us which computer you own. \*\*\*Purchasers from outside of Canada should send payment in U.S. funds.\*\*\* Nova Scotia residents must add an extra 10% of the total for Provincial tax.

**SIMULATIONS CANADA, P.O. Box 452, Bridgewater, NS, Canada, B4V 2X6.**

## SIDELINE SOFTWARE

ORDERS 1-800-888-9273 ONLY

YOUR PC IMPORT & CLOSEOUT CONNECTION

NEW PC TITLES	TYPE	\$
A 320 Airbus USA	Flight Simulation	45
Archie McLean's Pool	Sports Simulation	42
Battle Isle '93	War Simulation	40
Brilliant Blows	Arcade	40
Discounscope	Role Playing Game	45
Fields of Glory	Strategy Simulation	45
Ishtar 2	Role Playing Game	45
Nick Faldo's Championship p Golf	Sports Simulation	45
Nippon Sales	Graphic Adventure	42
One Step Beyond	Arcade Strategy	32
Ryder Cup Golf	Sports Simulation	40
Shamus Worlds	Role Playing Game	40
The Pathman	Graphic Adventure	40
Whites Voyage	Space Strategy	40
WWF - 12 The Simpsons	ALL THREE for only	45
World of Legends	Role Playing Game	45
Yo Joe	Arcade Puzzle	35

## PC EUROMAGS

Get the latest news on the best PC titles from Europe! These high gloss, full color magazines also feature demo packed playable cover DISKS with each issue!

PC Format PC Review, PC Zone PC Plus,

PC Power PC Action, or PC Games

each only \$10

## SHIPPING (LPS Ground) For up to 3 pieces, by payment:

Mastercard & Visa \$5.00 - C.O.D. (Cash Only) \$10.00

Next day & second day air available! Call for prices on special shipping.

Shipping times not guaranteed. Price & Availability subject to change!

No refunds or exchanges. Defective products exchanged with same item.

Products warranted through Sideline.

FAX ORDERS CALL (305) 491-6134

Need Info? Call (305) 401-9519 DEALER INCL. BIES, AVITER!

840 N.W. 57th Court, Ft. Lauderdale, FL 33309

## DON'T MISS THESE DISCOUNT PC DEALS!

4-D Sports Bowling	18.95	Bloodbath	14.95
888 Atari's Sub	18.95	Carrier Command	14.95
Arkanoid	26.95	Carrier of War	21.95
Action Stanzas	18.95	Centurion Defenders of Rome	18.95
Atari (Microphone)	24.95	Chuck Yeager's Advanced Combat	21.95
B-17 Bomber (Microphone)	24.95	Colossus Bridge 4	16.95
Bard's Tale 2	18.95	Command HQ	18.95
BAT 2	2.95	Crown in the Kremlin	21.95
Battle Isle	18.95	Deluxe Ship Wars	16.95
Battlefield	18.95	Deluxe Ship Wars 2	18.95
Battle of Britain	21.95	Drakthorn	18.95

DISCOUNT TITLES

En	21.95
F16 Falcon	14.95
Fox Team 2000	16.95
Four Cities of Terror	21.95
Flight of the Intruder	18.95
GP Unlimited Road & Track	21.95
Greg Norman Golf	18.95
Hypocoon	14.95
Heart of China	18.95
Holo Quest	18.95
Hoosh	16.95
It Came From the Desert	14.95
Jack Nicholson Greatest Hit	18.95
King of the Ninjas	14.95
Legend of Kyrandia	21.95
Link's 3DS	29.95
Lure of the Tomboy	18.95
Marius	24.95
Navis Beacon Typing Tutor	18.95
Night Lo Mania	21.95
Microphone Queens	26.95
Nitro 29 Fiction	18.95
Niger Mansell's Grand Prix	21.95
Odin	18.95
Parade Hawk	21.95
Paperboy 2	18.95
Pat Fighter	18.95
Populous & Populous Lands	24.95
Power Manager	21.95
Prince of Persia	16.95
Puckman	18.95
RB's Escape 2	13.95
Red Warrior	21.95
Road Trip 3	19.95
Road Trip	24.95
Road Trip 2	16.95
Sargon 5	18.95
Shamus Worlds	18.95
Sim City Terrain Editor	9.95
Super Mario	21.95
Stealing Golds Lee	14.95
Super Mario Bros	16.95
Special Forces	24.95
Spell Casting 101	18.95
Slam Masters	18.95
Star Fleet	18.95
Star Trek: The Motion Picture	16.95
Super Space Invaders	18.95
Super Tails	19.95
Team Yankee	21.95
Test Drive 2 - all data disks	18.95
The Immortal	19.95
The Last Admiral	21.95
The Magic Circle 2	21.95
The Simpsons	16.95
Tu's Sports Baseball	21.95
Tu's Sports Bowling	21.95
Tu's Sports Football	18.95
Tu's Sports Soccer	18.95
Village 6	21.95
Village	14.95
Wadsworth	24.95
White Death Run	18.95
Wicked	18.95
Widowmaker	18.95
WFF 2	24.95
Zool	21.95

# NOW PLAYING AT A CD-ROM DRIVE NEAR YOU.



## ENTER QUANTUM GATE, THE FIRST VIRTUALCINEMA™ EXPERIENCE.

**How you interact makes the difference...  
between life and death!**

The year is 2057. Earth will only support life for another decade. You've enlisted to help conquer Tar-Palantire, possibly Earth's only salvation. Explore a detail-filled virtual environment, navigating both interactive and arcade-style action scenarios that test your skill at space-age combat and role-playing. **High Adventure In VirtualCinema!**

VirtualCinema makes you the main character in this

full-length, cinematic adventure experience! How you interact with real on-screen actors determines how the story unfolds...all the clues you need await your discovery. Six different action segments challenge you with new situations and constant danger. All presented in realistic video, with 16-bit CD-quality sound. The challenge awaits at a software dealer near you.



**MEDIA VISION**

Call 1-800-843-5870 for information or a dealer near you. Media Vision, Inc., 47300 Bayside Parkway, Fremont, CA 94538. Fax (510) 770-9592. Quantum Gate and VirtualCinema are trademarks of Hyperbole Studios. Media Vision and the Media Vision logo are trademarks of Media Vision, Inc. © 1993 Hyperbole. All other trademarks are those of their respective owners.



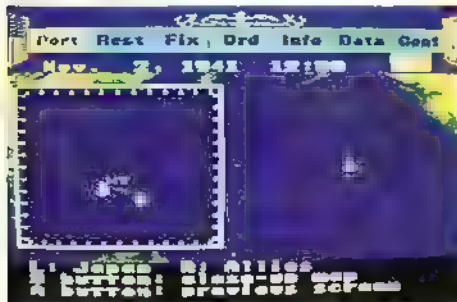


# Pacific Theater Of Operations

## Koei's *P.T.O.* Blows A Hole In Video Game Stereotype

by H.E. Dille

If asked to describe a home video game, most players' descriptions would include words like "graphics" and "action." In most cases, they would be on the mark. The vast majority of video games on the market are targeted at young adult males, 7-16 years old. Granted, there are crossover titles like *Mario Brothers* and *Sonic the Hedgehog* that hold broader appeal, but these also remain faithful to the core audience. Additionally, it is important to recognize that there are some adults that waited for "Mortal Monday" (i.e., the release day of Acclaim's *Mortal Kombat*), with equal anticipation as their children.



As a rule, older gamers tend to avoid the dedicated video game consoles. As computer gamers, however, their enthusiasm for the hobby can be just as rabid as their younger counterparts. These, with few exceptions, have been the traditional dividing lines of electronic gaming. Because *CGW* has always maintained a clear editorial focus toward the latter group of gamers, we have rarely crossed that line.

*P.T.O.*, Koei's newest release for the Sega Genesis, crosses the line on its own, appealing directly to the core group of strategy war-gamers who normally do not play video games. It is a grand sweeping portrayal of the WWII Pacific conflict. Players may enter at

any point from the breakdown of negotiations to the final battles surrounding the Japanese mainland, but the game is in no way constrained by the historical timeline. The attacks on Pearl Harbor, Wake and Midway need not occur unless chosen as the initial objectives. Because of this, the game has a lot of replay value.

### The War Room

Initially, the player selects either the campaign option or one of the historical scenarios. Among the included scenarios are Pearl Harbor, Coral Sea, Midway, The Solomons, Battles in the South Pacific, Marianas, Philippines and the Okinawa Offensive. Each scenario has multiple victory conditions and, if the player succeeds in fulfilling one or more of them, they are given the option of continuing from that point forward in a standard campaign game.

Prior to putting to sea, there are several other matters to attend to as well. First, one must determine the ratings of the leaders for the side chosen. None of the actual historical figures are portrayed out of respect for the surviving families (remember, Koei is a wholly owned Japanese company), so a random number generator is provided for these statistics. One hundred and two points are spread among four ratings: Sea Command, Air Command, General War fighting and Bravery. The player can continue to roll the numbers until they generate a combination they like. The first two skills act as modifiers in subsequent engagements. War fighting ability determines how a character's battle plans and other suggestions are accepted at military conferences. Bravery determines whether or not a leader will cut and run when things

are not going well in a battle. Finally, historical purists are allowed to edit the names of the leaders to reflect the actual participants if desired.



A starting difficulty level must also be determined, from 0-10. This does not affect the skill of the AI opponent, simply the amount of resource points one has for the performance of certain functions. To explain, the player is given a budget commensurate with the selected level of difficulty. At the zero setting, funding is very generous. One has adequate fuel reserves and materials as well as a good budget to allocate to research and development or other activities. R & D monies can go toward the development of better steel, engines, electronics, etc., even to Jet and Rocket research if desired. At the highest setting, the player has only those resources of fuel, materials and industry that the government provides, with no room for discretionary spending.

### P.T.O.

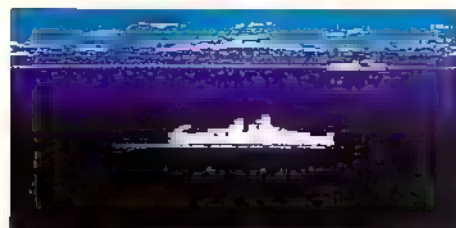


TITLE: P.T.O.  
PRICE: \$69.95  
SYSTEM: Sega Genesis (SNES also available)  
PROTECTION: None  
# OF PLAYERS: 1  
PUBLISHER: Koei Corp.  
Burlingame, CA  
(415) 348-0500

## The Battle Plan

As the game proper begins, a military conference will occur to determine the initial strategy. The Army will have three plans, any of which may be selected, or the player can propose one of his own via the character selected to attend the conference. This proposal will only be agreed to by the Army if the leader has a high rating in War fighting, 55 or above as a minimum. All plans contain three objectives, either offensive or defensive. As an example, a good initial plan for the Allied player might be to defend Hawaii and Port Moresby while attacking the Marshall Islands.

Once a plan is adopted, the next step is to arrange the battle fleets and assign leaders to command them. The default ship groupings are not the best arrangement, so the player should modify them from the beginning.



Fleet #1 for the Allies, for example, consists of the entire contents of Battleship Row at Pearl Harbor. It is not a good idea to send these capital ships off on their own with only scouts as indigenous air support. As such, one can use the Arrange command to split these assets and their cruiser escorts into battle groups centered on the three aircraft carriers. Further, one can augment the new groups with full transports and freighters if they will be assigned an offensive objective.

The player may have up to 16 fleets at any time, but they only control the first fleet directly. Other fleets are given one of four objectives when they leave port: Attack an enemy fleet, Attack an enemy base, Gather Intelligence at a specified location or Make a Port Call at another friendly base. Enroute to these objectives, the Fleet Commander will scout for the enemy and, if encountered, may engage targets of opportunity. The aggressiveness with which these engagements are prosecuted is a function of the leader ratings. These battles can be watched passively or, if the player desires, only their results displayed.

The importance of these chance encounters should not be underestimated. Several times in the course of a given campaign game, enemy invasion forces were stumbled upon in advance of their objectives and dealt a decisive



blow by the AI controlled Fleets. Being in the right place at the right time has its advantages, even when it occurs through blind luck.

## Command at Sea

The First Fleet should be given whichever objective the player feels is the most critical in the battle plan. As Commander of that fleet, the player can input orders every four hours. During these phases, it is also possible to change the missions of other fleets. The possible orders include: conduct warship drills, conduct gun or air attacks, send out search planes, make course and speed changes, rocket attacks, amphibious landings, aviation drills, even stage banquets to improve crew morale.

Training is always beneficial, but it is time consuming. Morale is critical, and the savvy Commander would do well to listen to his

## GAMER'S GOLD

### WE PAY CASH FOR USED IBM GAMES

We want your current used games\*

**1-800-377-8578**

call for authorization before shipping or  
FAX list for current quotes to 605-334-8766

In Canada, call 605-339-2060

### WE SELL USED GAMES

All games are tested & IBM disks virus checked  
games are in original box with original documentation

Call for current title availability

WE ACCEPT

VISA/MasterCard/Discover

Most items shipped same day. \$5 UPS/\$7 2nd Day Air

\*Games must be complete with all disks & printed materials and in the original box. Incomplete games will be returned at your expense.

GAMER'S GOLD • 1008 W. 41st Street • Sioux Falls • South Dakota • 57105

## GAMER'S GOLD

### USED IBM GAMES Virus Free • Complete

Amazon	26
Cowabunga	12
Kings Quest 5	13
Kings Quest 6	18
Last Filey Sherlock Holmes	26
Marion Memorandum	12
Mean Streets	6
Rise of Dragon/VGA	6
Space Quest 4/VGA	13
Star Trek 25th Anniversary	18
Night Based	4
Bard's Tale 3	12
BattleTech 2	9
Challenges of 5 Realms	19
Dark Queen of Krynn	12
Dark Lands	18
Dunk of the Gods	9
Gateway Savage Frontier	9
Legends of Valor	9
Magie Candle 2	9
Melissa Cabard	7
Mega Traveller 2	9
Mega Traveller 1	5
Midwinter	3
Night & Magic 4	23
Night & Magic 3	13
Planet's Edge	9
Sea Rogue	11
Secret of Silver Blades	6
Sentinel Worlds 1	4
Starflight 1	5
Strawman	13
Twilight 2000/VGA	6
Ultima 6	9
Ultima Underworld 2	29
Vengeance of Excalibur	8
Wizardry 6	12
688 Attack Sub	10
A10 Tank Killer 1 5	19
F-117A Stealth Fighter	19
F35 Strike Eagle 2	13
F19 Stealth Fighter	12
Flight of the Intruder	8
Flight Sim 4.0	22
Jump Jet	12
Knights of the Sky	

### USED IBM GAMES Virus Free • Complete

LHX Attack Chopper	7
Mantis Exp Fighter/VGA	16
Silent Service II	12
Strike Commander	29
Syndicate	29
Test Drive 3	19
Three Forest Hour	14
WC Secret Mission 1	6
WC Secret Mission 2	6
Wing Commander 1	9
Wolf Pack	9
Yeagers AFI	4
ABC Monday Night Football	9
All American College Football	7
Front Page Football	10
Hardball 3	18
Joe Montana Football	9
Madden Football 1	5
Mike Ditka Football	9
ML Baseball 4 USA1	9
ML Football	9
Meynaker Football	2
Skate or Die	4
Tom Landry Football	11
Tony La Russa Ultimate Baseball	6
Warner Baseball 2	6
Warner Commissioners	9
Ancient Art of War of Sea	4
Beneath 2	9
Cadets	8
Fighting for Rome	6
Global Conquest	17
Sand Patrol	4
Populous	6
Power Manager	14
Railroad Tycoon	14
Recess	17
Romance of 3 Kingdoms	14
Rules of Engagement	6
Star Control 2	18
Ultima	10
Chessmaster 3000 WIN	19
Carners at War	13
Conflict Korea	9
UMS 2	6





advisor on the state of crew preparedness. Fuel conservation is extremely critical, so the wise Commander shouldn't race all over the Pacific at top speed, or he may have to bring another force to refuel the stranded one. Finally, scout planes should be sent out twice a day, at 0800 and 1600.

Another military conference can be scheduled when the First Fleet returns to home port. Provided the mission was successful, morale will rise, more recruits and ships will be available, and subsequent proposals will be more readily accepted. If one is unsuccessful, dismissal from command is possible. Other types of military conferences can be held whenever in home port as well, covering subjects like arms production, propaganda, special forces ops, technology and armament

requests, diplomacy and alliances, as well as the establishment of Base policies and quotas.

### Parting Shots

The actual battle sequences are less appealing than the strategic aspects of the game, but players who don't want to watch them do have the option of toggling them off. The only other major grumble is that the manual is inadequate. Although all the menu options are touched upon, many of the critical functions are not discussed in sufficient detail that the player finds the right button combinations to use from the outset. As such, it takes a while to master the interface.

On the positive side, *P.T.O.* is an ambitious design for a 16-bit machine. Players who elect the campaign option are in for a solid 200-300 hours of play time—more than can be had from any other comparatively priced cartridge. Further, no two campaigns play the same, so the actual play value extends beyond these figures to the limit of the player's interest. As stated earlier, this product blurs the traditional distinction between video game and computer programs. It is a welcome loss of vision however, and one will willingly go blind to the stereotypes if *P.T.O.* establishes a new trend in video gaming. **CGW**



**Talk to a  
GIRLFRIEND™  
in Your  
Computer**

**The World's First  
Artificially Intelligent  
Virtual Woman!**

Order from your  
favorite dealer or send  
check or M.O. Add \$4  
shipping. Add \$4 if  
C.O.D.

Aldealabs, Box 450971,  
Garland, TX 75045  
(214) 495-6047 Specify  
3 1/2" or 5 1/4" HD disk.

- Revolutionary new game for PC compatibles
- Artificial Intelligence, Interactive Conversation
- 3000+ word vocabulary, synonyms, idioms
- She lives in your computer, and talks to you on the screen
- She learns from every conversation!
- VGA video of a REAL Woman - no cartoons!
- Runs on any 286, 386, 486 (12MHz min.)
- Requires 640K RAM and 8Mb hard disk
- No nudity, possible mature situations
- Ask about Girlfriend Teri and other Personality Kits constantly being released!

## COMPUTER BASKETBALL

IBM • APPLE II • C-64

### 3 IN 1 FOOTBALL

Unmatched statistical accuracy • Stats compiler • Full team and player statistical breakdown • You call the plays and timeouts • Compare scouting reports • Use the two-minute rule • 766 total teams included, NFL, WFL, USFL, WIAF & College from 1925 to present • Trade, draft or input teams • Standings and League Leaders!

### BASKETBALL - THE PRO GAME

You're the coach and you choose line-ups, shot selection, style of play and much more • Stats compiler • Full team and individual player stats kept for up to an 82 game schedule • All players rated by actual statistics and tendencies • 27 current teams and over 190 great teams from the past included • Standings and League Leaders!

**ORDER TODAY!**

Mail check or money order for **\$39.95** each.  
You may call in and order with VISA or Master Card.  
Please add \$3.00 for shipping and handling.

For more information, call or write for a free brochure.

**1-800-477-7032**

**LANCE HAFNER GAMES**

P.O. BOX 100594 • NASHVILLE, TN 37224 615/366-8088

# On The Field Of Combat



## Part Two Of A Series On Warlords II Strategy

by Robert L. Hayes, Jr.

*Last month we covered the characteristics of each unit type in Warlords II. This month we pick up with a discussion of the combat system, and continue on to discuss general strategies and small tricks that may foil an opposing Warlord.*

In *Warlords II*, combat is fought between groups of units called "stacks." Each stack consists of one to eight units, and only one stack can reside in a map space at one time. Cities cover four map spaces and so can hold up to four stacks. Only one stack can attack at a time, meaning that it is possible to have to fight as many as 32 enemy units simultaneously when besieging a well-defended city.

itself in certain circumstances, like Spiders in cities. Hero bonuses are the bonuses that Heroes confer on all units stacked with them. City bonuses are the one- or two-point bonuses that units receive for being in a city or for being entrenched. Stack bonuses are the bonuses conferred to a stack by certain non-supernatural units, i.e. Pegasi and Unicorns. Supernatural bonuses are the one- or two-point bonuses conferred to a stack by Dragons, Undead, Demons, Devils, Archons, Worms, Elementals and Wizards. The maximum bonus that a stack can receive is +5; i.e., even if your Hero has a Hero bonus of +10, the stack with him or her will receive only a +5 bonus. The highest attainable net unit strength is 14.

However, there are exceptions to the +5 bonus limitation. Specifically, intrinsic and city bonuses apply regardless of other bonus levels. Thus, a heavy cavalry unit (strength 4) in open ground (intrinsic +2 bonus) stacked with a +5 Hero would have a total effective strength of 11, not 9. Intrinsic and city bonuses do not appear in the View Stack menu option. The highest attainable strength for any unit is still 14, however.

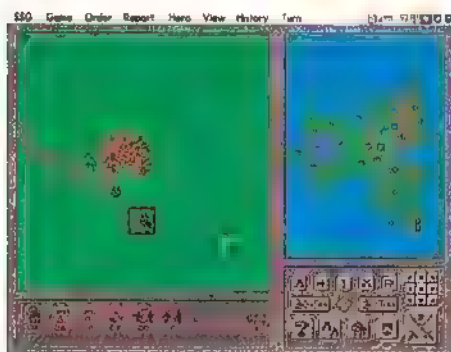
Bonuses are not duplicated; a stack with two Dragons does not receive a +4 bonus.

### Odds And Ends

Tables 1 and 2 detail the percentage chance of winning a combat between two units. Table 1 gives

the percentages for the normal combat system, while Table 2 provides the same data for the intense combat system. The intense combat system reduces the advantage that high-powered units have over weak units somewhat, but does not change anything else. All examples in this article will assume the normal combat system is in use. Example: a Griffin is attacking a heavy infantry unit in a city (defense 2). The Griffin has a net strength of 7, the infantry a net strength of 5. This gives the Griffin a 69.2% chance of winning the combat.

The nature of the combat system in *Warlords II* is such that it is very, very difficult to calculate the odds in any combat where both sides have multiple units. In a situation where there is only one unit on one of the sides, the odds can be calculated exactly, however. In a straight one-on-one combat, the table contains the proper odds. In a many-on-one combat, to calculate the odds is slightly more complicated, as the calculation has to be done



Units have a base combat factor ranging from one to nine. Additionally, most unit types have special bonuses that they either receive themselves under certain circumstances or that they confer to units in the same stack. Dragons, for example, confer a two-point strength bonus to all units stacked with them, while Spiders receive a two-point strength bonus themselves while in cities. There are five basic classes of bonuses. Intrinsic bonuses are those bonuses a unit receives







using a small part of the mathematical field of combinatorics. Let us assume that we have one powerful unit (a Dragon, net strength 11) attacking a stack of eight enemy light infantry units defending a city (net strength 4 apiece). The Dragon has a 95.3% chance of winning each individual combat, but there are eight smaller battles to be fought; any one of them can be lost. The chance that the Dragon will win is expressed by the formula  $\text{Chance} = (X[1] * X[2] \dots * X[n])$  where  $X[ ]$  is the percentage chance of each unit versus the Dragon (4.7% in this case). In our example, this works out to a total chance of 67.8% to win all eight battles, and thus the combat. To determine the odds of the side with the multiple units winning, simply invert the original probability; the infantry has a 32.2% chance of defeating the Dragon. As you can see from this example, hordes of weak units have a fair chance at defeating small groups of powerful units, even though their odds in individual combats are terrible.

It is possible, but extremely complicated, to calculate the odds for many-on-many combats. The only way to get a rough estimate of the chance of winning is to use the combat

advisor built into the game. The combat advisor within *Warlords II* is, in general, a good guide to the rough odds between two stacks. However, it should not be trusted when a large number of weak units are attacking one powerful unit (or vice-versa).

## The Grand Strategic View

*Warlords II* is such a flexible game that it is difficult to make any hard-and-fast pronouncements about what constitutes a good strategy. However, there are some guidelines that can be followed.

The most important aspect of the game is proper resource allocation. If you are assaulting enemy cities with cavalry and engaging enemy stacks in the field with Spiders and Griffins, then you are wasting those units. Units are made for a purpose in the *Warlords II* universe, and the prudent warlord will make use of each unit for the tasks for which it is best suited.

The nature of the combat system makes use of combined arms an excellent strategy. Stacks which mix their bonus types liberally will get the most out of each possible bonus; a stack comprised of a Dragon, a Unicorn, a Pegasus, a Wizard, and cannon fodder troops will do much better than the equivalent units acting alone or in homogenous groups.

Be frugal in your use of vectored production. When the enemy takes a city that was a production destination, that production is delayed as the units are sent "back through the pipe." Worse still, your vectoring cities shut off all future production until you reactivate them by hand; if you forget to do so, this

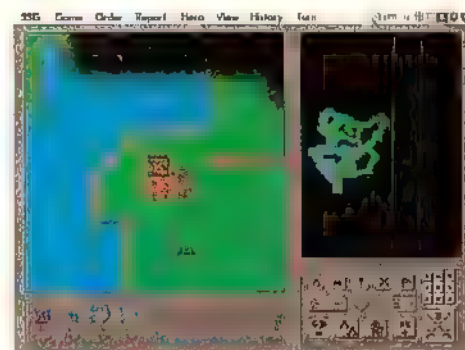
can be a disaster. In general, do not vector to or from the front lines. Vector to strategically located cities somewhat behind the fighting, remembering to update your vectoring as the front moves. I find it is easier to allocate forces if I set up my vectoring such that only one unit type is vectored to a given city.

The computer opponents will bypass heavily-

defended cities on your fronts and head for the interior of your country if you allow them; since there are no supply considerations in *Warlords II* it does no good to "cut them off" from their own country. If you can do it without stripping your defenses, destroy such invading armies outside of your cities if they seem to be avoiding pitched battles at your gates. Consider maintaining a strike force of heavy and light cavalry, backed up with Unicorns and Pegasi for bonus purposes, in the center of your empire; this allows you to smash any invading army quickly, at the cost of keeping those troops permanently in reserve and away from the front lines.

Speaking of front lines, don't be married to them. If a good enemy city is left undefended deep in enemy territory, take it. If the attacking army is strong enough to provide a good defense of the new acquisition, consider vectoring in powerful units and operating a guerilla campaign in the heart of your opponent's country.

In the mid-game, it is possible to fight only one enemy at a time. Try and do so as much as possible. The best way to forestall enemy declarations of war on your country is to maintain high defense levels; keep a lot of units in your cities, and the other players will



be reluctant to attack you. Once you reach 3/4 of the winning number of cities, however, all bets are off—the computer players will attack you en masse.

In the beginning of the game, neither ignore ruins nor exclusively seek them out. Try to explore those ruins that are conveniently located along your path of conquest. Let later Heroes trudge through the wilderness to pick up those hard-to-reach ruins. Flying Heroes with a large bat escort can quickly reach those remote ruins where your initial Hero would still be trekking through the woods.

Terrain is highly important; if major terrain features are part of your game map, then make sure to manufacture a few scouts (or other movement-facilitating units) in the appropriate locations. String your scouts out along the path you are likely to travel; that





way major unit convoys will not be delayed because their scout runs out of movement points.

Always assassinate enemy Heroes, especially if you know it is the only Hero they have and they are low on gold. Don't conduct a sneak attack for this, unless you have reason to suspect the Hero has some truly incredible magic items and has no escort.

If diplomacy is turned on, start the game as a very honorable and decent person. Allow your moral character to deteriorate as the game goes on. Start as Jimmy Carter, spend the middle game as George Bush, and the end game as Richard Nixon. Once you reach that magic 75% point, start slaughtering indiscriminately without regard for petty things like alliance status; everybody is about to declare war on you anyway. If, however, your position is not strong despite your commanding lead, consider playing nice for a while longer; the computer players tend to attack you with about as much vigor as you are attacking them. Don't sack their cities, and

they might leave you alone long enough for you to garrote them in their sleep.

Play with the Fight Order menu option if you like; in some games it can be worthwhile to make some changes. In many games I end up with an army running heavily to Pegasi and Griffins; in such cases, I usually switch those two unit types so that my Pegasi don't get chewed up by city defenders. It really depends on what you are doing and what your army's composition is.

If a unit uses less than its maximum movement points, it "saves" one or two points. If you leave one point, one point carries over; leave more than one point and you get two points.

The automatic pathfinder is good, but has many gaps and weaknesses in it; don't use it for long distances. Be particularly careful when assigning naval paths, as the computer will often have your units move on land to a port nearer their final goal rather than sailing (at a much higher rate of speed) the long way. Use the tentative path assignment feature copiously; this lets you check the computer's paths for errors, and if any are egregious enough you can simply move the units the hard way.

## Dirty Tricks

This one only works if you have hidden stacks (i.e., you can only see the "top" unit in each stack). Short of attacking them, your enemies can see only how big each stack is and

what the highest-powered unit in it is. The unit displayed is the unit with the highest combat number in the Fight Order menu. When the computer players "look" at your forces, they assume that all the units in a stack are the same as the top unit. So, build seven light infantry and one Dragon. The other players now think you have the monster stack of all time, and give you wide berth. (You will see them doing it on occasion; a stack will approach one of your cities, hesitate for a moment, then head off in an entirely different direction after deciding that you are too strong.) This does not work if the combat advisor is turned on, however; the computer players do use that option, and it will tell them that your stack is not nearly as tough as it looks.

With the combat advisor turned off, you can reverse this trick and have a wonderful time. Build a stack of seven Dragons (or whatever your ideal slaughtering stack looks like) with one light infantry unit. Go into the Fight Order menu and switch the positions of light infantry and Dragons. The stack now appears to be eight light infantry. The computer player sends its Hero leading a few heavy cavalry into this stack, expecting to run over you; you cackle with unholy glee as your Dragons convert him to blackened Hero-fish. Great fun!

If you don't have time to go after ruins, consider spoiling the other players' fun. Have one city do nothing but build scouts or bats. Send one out to each of the ruins on the map. You can probably cover a lot of them before hostile Heroes reach them. The computer player then has to declare war on you in order to get at the ruins. Generally he won't unless he was planning to anyway. What can be truly beautiful is that the computer sometimes assumes your unit must be in transit somewhere

Table 1

Chance of Attacker Winning A Given Combat, Die Size 16 (Normal Combat)

Attacker	Defender													
	1	2	3	4	5	6	7	8	9	10	11	12	13	14
1	50.0	23.9	12.8	7.4	4.5	2.8	1.8	1.1	0.7	0.4	0.3	0.1	0.1	0.0
2	76.1	50.0	32.7	21.6	14.4	9.7	6.5	4.3	2.8	1.8	1.1	0.6	0.3	0.1
3	87.2	67.3	50.0	36.5	26.4	18.9	13.3	9.2	6.2	4.1	2.5	1.5	0.7	0.3
4	92.6	78.4	63.5	50.0	38.6	29.2	21.6	15.6	11.0	7.4	4.7	2.8	1.5	0.6
5	95.5	85.6	73.6	61.5	50.0	39.7	30.8	23.2	16.9	11.8	7.8	4.7	2.5	1.1
6	97.2	90.3	81.1	70.9	60.3	50.0	40.4	31.6	23.9	17.3	11.8	7.4	4.1	1.8
7	98.2	93.5	86.7	78.4	69.2	59.6	50.0	40.7	31.9	23.9	16.9	11.0	6.2	2.8
8	98.9	95.7	90.8	84.4	76.8	68.4	59.3	50.0	40.7	31.6	23.2	15.6	9.2	4.3
9	99.3	97.2	93.8	89.0	83.1	76.1	68.1	59.3	50.0	40.4	30.8	21.6	13.3	6.5
10	99.6	98.2	95.9	92.6	88.2	82.7	76.1	68.4	59.6	50.0	39.7	29.2	18.9	9.7
11	99.8	98.9	97.5	95.3	92.2	88.2	83.1	76.8	69.2	60.3	50.0	38.6	26.4	14.4
12	99.9	99.4	98.5	97.2	95.3	92.6	89.0	84.4	78.4	70.9	61.5	50.0	36.5	21.6
13	99.9	99.7	99.3	98.5	97.5	95.9	93.8	90.8	86.7	81.1	73.6	63.5	50.0	32.7
14	100.0	99.9	99.7	99.4	98.9	98.2	97.2	95.7	93.5	90.3	85.6	78.4	67.3	50.0



Table 2

Chance of Attacker Winning A Given Combat, Die Size 32 (Intense Combat)

Attacker	Defender													
	1	2	3	4	5	6	7	8	9	10	11	12	13	14
1	50.0	25.0	14.3	8.9	6.0	4.1	3.0	2.2	1.7	1.3	1.0	0.8	0.6	0.5
2	75.0	50.0	34.0	23.9	17.3	12.8	9.7	7.4	5.7	4.5	3.5	2.8	2.2	1.8
3	85.7	66.0	50.0	38.1	29.3	22.8	17.9	14.2	11.3	9.0	7.3	5.9	4.7	3.8
4	91.1	76.1	61.9	50.0	40.4	32.7	26.5	21.6	17.6	14.4	11.8	9.7	7.9	6.5
5	94.1	82.7	70.7	59.6	50.0	41.8	34.9	29.2	24.3	20.3	16.9	14.1	11.7	9.7
6	95.9	87.2	77.2	67.3	58.2	50.0	42.8	36.5	31.1	26.4	22.3	18.9	15.9	13.3
7	97.0	90.3	82.1	73.5	65.1	57.2	50.0	43.5	37.7	32.5	28.0	23.9	20.4	17.3
8	97.8	92.6	85.8	78.4	70.9	63.5	56.5	50.0	44.0	38.6	33.6	29.2	25.2	21.6
9	98.4	94.3	88.7	82.4	75.7	68.9	62.3	56.0	50.0	44.4	39.2	34.4	30.1	26.1
10	98.7	95.5	91.0	85.6	79.7	73.6	67.5	61.5	55.6	50.0	44.7	39.7	35.1	30.8
11	99.0	96.5	92.7	88.2	83.1	77.7	72.1	66.4	60.8	55.3	50.0	44.9	40.1	35.6
12	99.3	97.2	94.2	90.3	85.9	81.1	76.1	70.9	65.6	60.3	55.1	50.0	45.1	40.4
13	99.4	97.8	95.3	92.1	88.3	84.1	79.6	74.8	69.9	64.9	59.9	54.9	50.0	45.2
14	99.5	98.2	96.2	93.5	90.3	86.7	82.7	78.4	73.9	69.2	64.5	59.6	54.8	50.0

and just happened to end up on that ruin space, so it will wait a turn for you to get out of the way. When you don't (your scout has encamped, of course), the computer Hero may sit there for turn after turn, doing nothing. This does not always work, but when it does it is the most profitable use of a scout or bat you will ever see. The same trick can be used on temples.

Once everyone is already furious at you for

winning the game, start sacking and razing any newly-captured city that you know you can't hold for more than a turn or two. First sack it, then raze it; this way you'll get all the money (and the maximum anger from your neighbors, so watch it). Use the money thus raised to enhance the production of your cities far from the front.

If a computer player has no cities, his units will do nothing on the one turn that he may

get before the end of the turn cycle consigns him to the history books. Thus, if you are about to put the kibosh on your opponent's plans for conquest by grabbing his last city, don't worry about the enormous armies he may have in the field (or besieging your capital)—the stacks will melt away and do you no harm. **RAW**

# ★ KEYBOARD COMMANDER CORPS ★

## PREMIUM TEMPLATES™

### NEW! FALCON & MIG COMMANDER UTILITIES™

Exciting new utilities for *\*Falcon 3.0: Operation Fighting Tiger™* and the new *\*\*MiG-29: Deadly Adversary of Falcon 3.0™!*

**For one low price you get all six:**

- ➔ **FALCCALC/MIGCALC 3.5:** Superb campaign intelligence gathering tool. Viewable Pentablet heater map with detailed unit movement, side, ground forces & all flight paths! Includes fuel consumption, weapon timing, strategy, tactical reports and "Keyboard Saver". Falcon Calc even tells you the conditions for victory or defeat!
- ➔ **F3/MIG REQUISITION 1.5:** Plan your recon mission of Falcon 3.0 squares. Customized squadron codes, a full ground order, including names, call signs, skill ratings, and status. Reports supplies including F-16's. Sort point order by rank or skill. Screen lock and more!
- ➔ **F3 MAPPER 6.0:** The famous Red Flag, used in Action and F-16's, customizing, play, change of target, location for Red Flag and Instant Action. C-130's and "Decade" H-1's. Set the day of the week. Auto-generate Red Flag mission on any day. New graphical map shows where Red Flag theater flight paths, enemy positions and more.
- ➔ **SHOWF3 2.1:** Allows viewing of screen shots from your own secret screen capture program! New interface makes viewing a snap. New routine both saves screen shots to a file and/or PCX format. Includes instructions for F-16's hidden capture commands!
- ➔ **KCCMENU 1.1:** Fantastic menu shell that brings it all together! Use default menu or customize to use your favorite. Sub-menus can be created and make it a menu of menus and games. Completely unusual used from memory while running a menu selection.
- ➔ **KCC'S COMBAT MISSIONS:** All new get, winning, action-packed Red Flag missions. Includes all type missions in different theaters. See if you've got what it takes to say "Mission Accomplished" in the collection only thrillers.

**ONLY \$19.95 PER SET! OR FALCON COMMANDER OR MIG COMMANDER UTILITIES + F3 TEMPLATE ONLY \$24.95!!**

**IMPORTANT: \*FCU is compatible with Falcon 3.0: Operation Fighting Tiger™ only. \*\*MCU is compatible with Falcon 3.02 and MIG-29: D.A.F.**

Keyboard Commander Utilities™ and "Keyboard Confusion"™ and let you concentrate on the game. The high quality, full-color graphics from AT&T's command line, an absolute masterpiece of graphics, standardizes the color-coded layout, making it a masterpiece of graphics.

Keyboard Commander Utilities™ reduce confusion and increase your gaming pleasure. **CGW**

**Template Special:**  
1- \$12.95, Any 2- \$21.50  
Any 3- \$30.00, Any 4 or more \$9.25 each!!

**CHECK SIX!!**

- Falcon 3.0 3.01 M G-29
- Strike Commander
- Tornado
- Strike Eagle III
- X-Wing
- Qu-ship 2000 (S1)
- Comanche Max Overkill
- Acos of the Pacific
- Secret Weapons Luftwaffe
- MS Flight Simulator 4.0 A5.0
- A.T.P.
- Jettigator I & II
- B-17 Flying Fortress
- CV-44 Combat
- F117A Stealth
- Mega Fortress

**To Order Call:**  
**1-800-228-7449, Ext. 522**

Mon-Sat 8:30-6:30 EST

**DISCOVER VISA**

All other inquiries to: Keyboard Commander Corp., 4639 SW 34th Ave., #402, Davie, FL 33333. (800) 242-6066

★ High-Quality, 3-D Graphics ★ Color-Coded Layout ★ Laminated Stack ★  
★ Fits all AT101 Keyboards ★ Standardized Format ★ Affixes to Keyboard ★

# Roger Keating On Warlords II

A Collection of On-line Notes  
Compiled by Alan Emrich

On the various computer networks, such as CompuServe and GENie, there are many computer game designers who take the time to read the bulletin boards and answer customer's questions about their games. Among them is SSG's Roger Keating, who has been busy answering questions about his latest design, *Warlords II*.

As *Computer Gaming World's* on-line editor, I get to follow many threads (bulletin board "conversations") about computer games. Since I have an affinity for *Warlords II*, every time I saw Roger Keating post a little nugget on-line, I printed it out and squirreled it away. With the conclusion of our *Warlords II* strategy article, I thought I would compile his on-line notes for the edification of all Warlords.

## Wall's Treat

City wall building is easier in *Warlords II* than it was in the original game. However, Catapult units are the antidote to that. Roger never starts a campaign without them.

## Enhance Me!

A nation that is "Enhanced" will have +2 added to the strength of all its units.

## The Bonus Situation

Only one of the special/stack bonuses is ever applied to a stack of armies. Thus, even if there were two Great Worms and three Pegasi (or any total of specials greater than one), players still only receive a +1 bonus for the stack. If you're lucky enough to have a dragon, the +2 is added to the stack. To this will be added any Hero bonus for the stack.

Note that stack bonuses are determined once, at the beginning of combat. Thus, if a unit that provided a stack bonus dies in the midst of battle, surviving units in its army will still receive the stack bonus that it provided through the battle's end.

Also note that both the attacker and defender are eligible for the terrain bonus. The terrain bonus is determined solely by the square the defender occupies, so if the defender is in the plains, both side's cavalry will receive their combat bonuses.

## Who Gives a Flying...?

The flying bonus was changed from the original *Warlords* game so that Giant Bats would not give a +1 bonus to stacks simply

because they can fly. Their role is primarily as airborne scouts.

## Maintaining Standards

The +1 bonus for each player's standard is ecumenical. It works for any side that possesses it.

## Maintaining Armies

The normal maintenance cost for units is 1/2 of their purchase cost, every turn. For units on boats, there is a *minimum* of 4 GP (Gold Pieces) per turn. This is to discourage the formation of huge, standing fleets.

## Varying Unit Types

Each army type in a scenario has a standard cost, time and movement allowance. For each city, there is a small chance that these values will be varied. Note that this can make them worse than "average." Army types that a player pays to have a city build, however, always come with the standard values.

## Personality Problems

The computer player personalities only give a bit of variation among the different computer players. They were not really designed to reflect "personalities" in the human sense. The factors involved control the number of assault divisions each player has and the likelihood that they will burn and pillage. They also guide a computer player toward certain spending habits. The reason they are there in the first place is so that Roger can experiment with and expand on this area when his next game comes around.

## I Am The Greatest

The "I am the Greatest" button does two things in particular. First, it increases the other players' dislike for the human player on the diplomacy index to something equivalent to burning down three cities before the game even begins. Razing any city makes a player unpopular. Roger usually doesn't raze cities until he is either well on the way to victory or so firmly entrenched as the game's "Running Dog" that any further unpopularity would simply not matter.

Second, computer players at war with the human player will tend not to fight amongst themselves.

## Keating is not Synonymous with Cheating

The computer doesn't have any more

knowledge about a hidden map than a human player. It sends out scouting parties and bats, just like human players do. Temples, cities and ruins are all placed completely randomly, too.

There are no special triggers in the program that help or hinder heroes from joining a player's cause. Having about 1,500 GPs and a little time is all it takes.

Remember, other (computer) players will start in sparsely populated areas, and their heroes will die at temples and then not be replaced for a long time, just like human players' do. There are only two differences in this matter. First, computer players don't complain to SSG about their tough luck. Second, computer players never cheat by saving the game just prior to "the big battle" in case things don't go right for them! Early in the design process, SSG debated about allowing the computer to "cheat" rather than spending the processing time it takes to carry out a computer opponent's searching, but it was decided to let the computer players take their time and do it "fairly."

## Alan's Advice

There is a nearly "perfect plan" for winning a game at 100% difficulty. It was devised by Steve Barcia, designer of *Master of Orion* for MicroProse. The heck of it is, it's quite simple.

First, expand out to your equal share of cities (usually around 20, but that may vary with the number of cities and players in the game). Next, build up your defenses (including a strong, defensive reaction force—preferably one with a Hero who has something to speed up his/her stack's movement) and create one sure-fire strike force to attack with.

Attack and conquer an enemy city, then pillage it for the maximum money you can squeeze out of it. After you've gotten all the money, go back to that city and raze it on the same turn. Then go on to the next enemy city and repeat this process.

What will happen is that: A) you'll become incredibly rich and get plenty of heroes and good units to produce back home to continue your wars of aggression; and B) your enemies will go broke and be forced to reduce the size of their armed forces, making your prospects of victory that much better. Play patiently and, with only a modicum of luck, you can win most of the time. **caw**





# ALL OF THE PACIFIC THEATER. ALL OF THE CONFLICT. ALL IN YOUR HANDS.

*Victory At Sea™* picks up exactly where the Japanese left off December 7, 1941. However, one thing is different. You're suddenly in control of the entire Pacific Theater. From the ice-encrusted Aleutian Island battlegrounds to the site of what many call the greatest naval battle ever, Leyte Gulf.

Direct the entire campaign from the task force level, or engage in specific battles. Command the Allied Forces, or the Imperial Japanese Navy. Either way, Super VGA graphics and actual documentary footage bring your decisions to life.

Decide which resources to stockpile. Who to promote. Who to demote. Get intelligence reports on the political and logistical situation around you. Then plan your next attack.

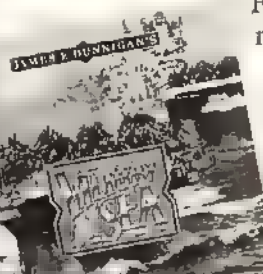
Because it's designed by world-renowned military expert James F. Dunnigan, the historical accuracy of *Victory At Sea* is without equal. It's also the first game ever to give you GameBook™ technology.

Featuring real WW II action photos and over 100,000 words of historical analysis not available with any other game — all just a mouse-click away.

December 7, 1941, may live in infamy. But what happens after that is all up to you. Visit your retailer or call 800-653-1360 to order in the U.S., or 800-697-2360 in Canada.

VICTORY AT SEA IS AVAILABLE FOR THE IBM PC AND 100% COMPATIBLES AND THE MACINTOSH. VICTORY AT SEA IS A TRADEMARK OF THREE SIXTY PACIFIC, INC. (C) 1993 THREE SIXTY PACIFIC, INC. ALL RIGHTS RESERVED. IBM IS A REGISTERED TRADEMARK OF INTERNATIONAL BUSINESS MACHINES. MACINTOSH IS A REGISTERED TRADEMARK OF APPLE COMPUTER.

Circle Reader Service #31





# It Was the Best of Times, It Was the Worst of Times

## Gold-Juno-Sword Wraps Up The V For Victory Series

by Terry Lee Coleman

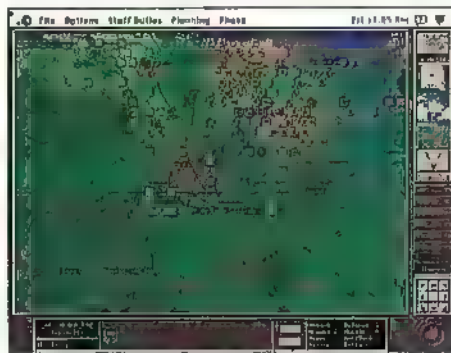
Ever since *Beachhead* conquered the Apple and Commodore markets a decade ago, amphibious invasion games have enticed gamers. Significant, then, that the first game in the *V For Victory* series would be *Utah Beach*, covering the greatest invasion in all of history—D-Day. When released, *Utah Beach* was a revelation, combining superb graphics with a true “board wargame” feel. While certainly complex, the system was logical, and with persistence, gave the player a rich and rewarding wargame experience.

The problem with any game series is how to stay commercially successful while still being perceived as fresh and innovative. Thus, despite a plethora of awards, *Utah Beach* fell prey to the maniacal pace of ever-upgrading hardware and technology. The basic *V For Victory* engine was tinkered with, and although some graphic and technical improvements ensued, the releases of the next two games, *Velikiye Luki* and *Market Garden*, were infested with a variety of programming bugs. In fact, the situation had deteriorated so badly, that many gamers were checking the on-line services for updated versions, before even purchasing the games!

From a design standpoint, one had to question the subject matter of the games as well. If *Utah Beach* was evocative, then *Velikiye Luki*, covering siege warfare on the Russian Front in the middle of winter, was perilously close to sleepwalking. *Market Garden* could hardly have been said to be boring, but the volatile situation masked many of the game's flaws. In all of the *V For Victory* games there is a tendency for the designers to feel that their games are superior, simply because they are on a computer screen, rather than a game board. Ironically, it is *Market Garden* that shines in this respect, if only because the “fog of war” rules are appropriate for the confusion at Arnhem.

Considering the track record then, *Gold-Juno-Sword* (GJS) is a return to the roots of the *V For Victory* series—the D-Day landings. While the Americans had only *Utah Beach* to

assault, the British and Canadian forces struck Hitler's Fortress Europa from three beaches, hence the name of the operation (and the game). The player eagerly begins *Gold-Juno-Sword*, only to find “hitting the beaches” has already been done prior to the game! According to the designers, the player's role as commander would not give him control over the initial invasion forces, and rather than simply delegate the invasion to the com-



puter, the invasion was simply considered outside the scope of the game. *Gold-Juno-Sword* tries too hard here to be a “simulation” rather than a game. Imagine a book on a military campaign that rigidly stuck to one point of view—certainly it would be dismissed as biased, even boring. Nevertheless, many wargames, *Gold-Juno-Sword* among them, rigidly define what role the gamer must play, often without considering the gamer's “suspension of disbelief,” or what effect such an arbitrary decision will have on the entertainment value of the product.

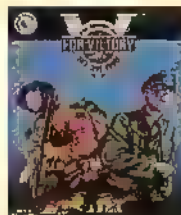
That the game takes such an approach is all the more puzzling given the care with which the manual is put together. Gamers wishing to plunge right in may learn about stacking, naval support, and generally

how to fight by using the “quick start” Operations Manual. In fact, the game is playable through the various pull-down menus, and has several nice features, such as being able to click on “victory buttons” to refresh one's memory on who owns which victory point hexes.

After playing the first scenario, Orne Bridge, enough times, the player will want to know why things are happening, which leads him to the Reference Manual. To call the manual a “massive tome” hardly does it justice; it's a whopping 131 pages of explanations of Zones of Control, interdiction, and even rules on how units surrender. Many gamers have praised Three-Sixty and Atomic Games for the thorough rules found throughout the series, and *Gold-Juno-Sword* is certainly complete. For those players who failed to get their logistic nightmare fix, the manual has ten pages of supply rules, then follows with seven more pages of morale and fatigue rules, before the player knows whether his tired, sore and hungry troops will fight or not. Supposedly, by reading all the appropriate material, the players will be so illuminated that enjoyment will automatically ensue.

Part of the lengthy rules is a backlash to the criticism of computer games never telling “the whole story” of the design. Number-crunchers will have a field day (no pun intended) with the terrain and supply charts, and their effects on combat. Nonetheless, there is no single chart for “roll a 6, defender

## V For Victory: Gold-Juno-Sword



**TITLE:** V For Victory: Gold-Juno-Sword  
**PRICE:** \$59.95  
**SYSTEM:** IBM, Mac  
**REQUIREMENTS:** IBM, 386SX or better, 3MB RAM, VESA compatible video card, 5MB hard drive space, mouse, A-Dlib, SoundBlaster sound cards & appropriate math co-processor supported  
**Mac:** Mac+ or better, 2MB RAM for 256-color 3MB under System 7  
**PROTECTION:** None  
**DESIGNERS:** Eric Young, Keith Zahalaoui, Larry Merkel, Ed Rams  
**PUBLISHER:** Three-Sixty  
Campbell, CA  
800 653-1360

# TURBO TOUCH 360,<sup>TM</sup> THE STATE OF THE ART PC GAME CONTROLLER!

**No Need To Push!**

**TURBO  
TOUCH  
360<sup>TM</sup>**

TURBO ON ▾

TRIAx

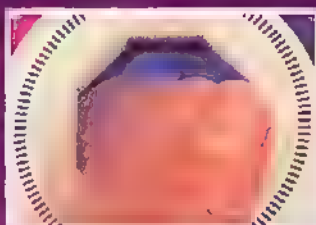
For use with IBM® PCs  
and compatibles



**Gives you better  
diagonal control**



**Gives you easy  
circular control**



**Faster movement for  
higher scores**



**No more blisters or  
"numb thumb"**

Extensively consumer tested with game players, software developers and computer game reviewers, the Triax Turbo Touch 360 controller brings a new dimension of control and comfort to computer game playing. It's a breakthrough product offering the benefit of higher scores and longer play without



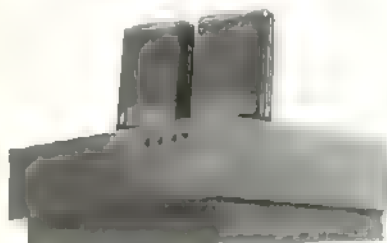
**TRIAx**  
TECHNOLOGIES

"thumb fatigue." Just pass your thumb or index finger over the control sensor—you don't have to push down. And, thanks to better diagonal and circular (360°) control, the newest and most challenging games are easier to control and more fun to play. The Turbo Touch 360 is the right product at the right time.

For the name of your nearest Turbo Touch 360 retailer or to place an order, call 1-800-858-7429



# DON'T WASTE YOUR SOUND CARD ON INFERIOR SPEAKERS.



## The Powered Partner 622

Powered Partners are the perfect complement to your multimedia computer system. They are the only speakers to be named a 1992 Windows Winner by Windows magazine. They were also nominated for a Readers' Choice award by Multimedia Magazine. But the best reason to use Powered Partners is the sound. Listen to the experts: "They (Powered Partner 622) set the standard for all the other speakers" (David Ranada—"Windows" recommended) and "If you want the best, look no further... the (Powered Partner) 570s are the Rolls Royce of sound" (Rich Heimlich). With such high praise, why buy anything else



## Powered Partner 622 Features

- Sophisticated 3-piece system with separate powered sub-woofer
- Fully shielded, even the sub-woofer
- Perfect for all computer and video applications
- Electronic crossover and 3 power amplifiers

For a dealer near you,  
call 1-800-969-AR4U.

In Canada, call Precor at 1-800-268-1172.



**Superior Sound Simplified**

© 1993 Acoustic Research, a division of IJL

eliminated" or whatever, and with no visible Combat Results Table, the player is left with no framework for all those pretty numbers. Of course, one can always let the computer "Staff Assistant (tm)" take care of everything and just watch...

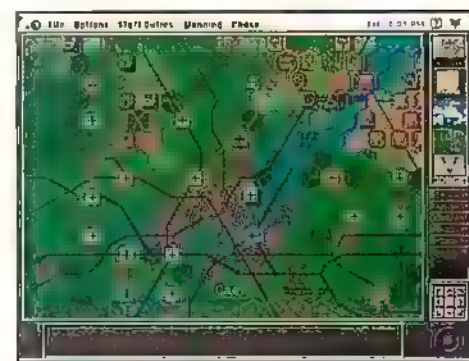
Perhaps while the computer is having all the fun fighting the battles, the erstwhile general can learn to be a meteorologist. Clear, storms, and three varieties of overcast, allow the player to either flaunt his air superiority, or frantically pray for rain (if playing the Germans). Not only can the player manipulate the weather ahistorically, but he may even control the temperature, which somewhat symbolically, has absolutely no effect on the game.

What the player does get to do is fight over the infamous "bocage" terrain, rendered in SVGA graphics far more subtle than the old *Utah Beach*. The tutorials are not quite as painless as in, say, *Clash of Steel*, but they serve well enough to teach the system. Allied forces are the better for the novice to begin with, if only because most wargamers are better on attack than defense. Sad to say, but even the most defensive-minded will dislike playing the Germans, as their situation is virtually hopeless. In the face of overwhelming Allied airpower, the German is beset with supply hassles, his retreats are interdicted, and his movement is restricted. Worse, the AI is incapable of using artillery properly or of coordinating assaults, even when obvious gaps are left to be exploited. Regrouping or using replacements also seems beyond the AI's meager abilities.

Should the player feel masochistic enough to take the German side, the first thing to do is to give the Germans some airpower, or to make the weather ahistorically bad. Even with adjustments, the deck is stacked so thoroughly against the Germans, that the AI on the Allied side almost seems competent! By trying so hard to focus the player on a particular role, the designers lost their own perspective. If the point is that the Allied win was inevitable once forces were ashore, why play the game? Especially with two human players, the individual scenarios are agonizing for the German against any decent Allied player. Should the players want to learn about the campaign, a book by Max Hastings, for instance, takes far less time to read than the full campaign of *Gold-Juno-Sword* does to play to completion.

The excellent manual, copious player aids, good interface, and sumptuous SVGA graphics should all combine to give the true wargamer a feast. Why then are we left so empty? Because a recipe is not merely a combination

of a variety of ingredients—the chef's imagination must combine the items so that the dish emerges with its own unique flavor and identity. Three-Sixty, by publishing the *V For Victory* games, took a bold step. Yet after four games, *Gold-Juno-Sword* is hardly the flagship product the buying public has a right to expect. Although promised, no modern-to-modern gaming is available, and while earlier games such as *Velikiye Luki* and *Market Garden* are compatible with the new game, transfer of saved-game files is not. Similar to such disappointments as *Theatre of War* and *Patriot*, *Gold-Juno-Sword* succeeds only on a technological level, bereft of soul. Three-Sixty's legacy is akin to a line of books without an editor, its lack of control and support setting its buying public adrift. Nowhere was



this made more plain than when Atomic Games, the design team behind *V For Victory*, announced recently that *Gold-Juno-Sword* would be its last game in the series, and that Atomic would do similar games with Avalon Hill. Perhaps *Harpoon II* or Jim Dunnigan's *Victory At Sea* can turn things around, but Three-Sixty's reputation in the hobby has suffered a major blow, which could only have been helped if quality control had been present earlier in the *V For Victory* series.

For Atomic Games, their knowledge and productivity will be more than matched by a company that has produced wargames for over three decades. Avalon Hill has never had success with computer games, however, and Atomic will have to provide innovative and relatively bug-free products from the first in order to win over a skeptical public. The true legacy of *Gold-Juno-Sword* and its brethren may be that one of the best technical teams in the computer wargame genre teamed up with the wargame company with, arguably, the greatest marketing resources and savvy. Just imagine what this combination could do with *Russian Campaign* or *Panzer Leader*...certainly, something just as technically dazzling as *Gold-Juno-Sword*, and undoubtedly more enjoyable. **CGW**

# ZERO'S & ONE'S

ASK FOR PRICE LIST AND TAKE A LOOK AT OUR SALE ITEM  
(800) 788-2193

## Sample Listing of Products

### HARDWARE

#### CREATIVE LABS:

CD 16 Kit (Business)	835.00
Discovery 8 CDRom Kit	389.00
Discovery 16 CDRom Kit	469.00
EduInmnl 8 CDRom Kit	449.00
EduInmnl 16 CDRom Kit	519.00
Snd Blaster 16	218.95
Snd Blaster Pro Dlx	119.95
Video Blaster	299.00
Video Spigot	399.00

#### MEDIA VISION:

Fusion 16 CDRom Kit	489.95
PAS 16 Snd Cd	185.95
Pro Aud Studio 16	189.00
Pro Audio Spectrum	
16 MM Kit	889.00

#### TOSHIBA 3401 200ms

Int w/Pas Cable	485.00
-----------------	--------

#### AI TECH:

Pro PC/TV Plus	309.95
Wave Watcher-TV	419.00
Video Surge	615.95

#### OTHER SND, MM, & VIDEO:

Computer Eyes RT	434.95
Gravis Ultra Sound	129.00
TelevEyes VGA-TV	199.00
WIN TV	399.95

### STICKS & YOKES

#### CH PRODUCTS:

Auto III Game Card	27.00
Flight Stick	35.95
Mach II	22.00
Mach III+	27.00
Virtual Pilot Yoke	62.85

#### GRAVIS

Analog Pro	37.95
Game Card Hi Speed	29.95

#### THRUSTMASTER:

ACM HiSpd Game Card	26.95
Weapons Control Mark II	99.95
J-Prom for WCS Mark I	27.95
Flight Control	59.95
Flight Control Pro	99.95
Rudder Pedals	99.95

#### COLORADO SPECTRUM:

Mouse Wheel	call
-------------	------

### MODEMS

Prices too Low to Print:

Boca, Sportster, Supra,  
Zollrix, Zoom and others

### FLT SIM/WAR

A Line in Sand	26.95
Aces over Europe	44.95
Air Warrior SVGA	35.95
Ambush at Sorinor	35.95
Armored Fist	42.95
ATAC	34.95

B-17 Flying Fortress	41.95
Birds of Prey	31.95
Campaign	35.95
Comanche Maxim Ovrd	43.95
Carrier Strike	41.95
Carriers at War	34.95
Conquerd Kingdoms	35.95
Conquest Japan	35.95
Empire Deluxe	35.95
F-15 Strike Eagle III	43.95
Falcon 3.0/Mig 29	call
Flight Sim 4.0	37.95
Flight Sim Add-Ons	call
Flt Sim Scen USA East	41.95
Flight Sim 5.0	call
High Command	41.95
Jetfighter II bundle	44.95
Jump Jet	41.95
Liberly or Death	35.95
Lost Admiral	35.95
Pacific War	47.95
Patriot	43.95
Patton Strikes Back	14.95
Perfect General	35.95
Rebel Assault	lba
Secret Weapons Luftwaffe	29.95
Special Forces	29.95
Strike Commander	47.95
Task Force 1942	38.95
Theater of War	19.95
Tornado	44.95
V Victory 1, 2, or 3 ea	43.95

### ENTERTAINMENT

A-Train	41.95
Add Unltd Adventure	34.95
Action 5-5 Sierra Gms	24.95
Adventure Starter-Sierra	19.95
Air Bucks	35.95
Alone in the Dark	35.95
Amazons	38.95
Arcade Hits	24.95
Armourgeddon	39.95
Ashes of Empire	34.95
Back to Future II	26.95
Barl Simpson Wierdnes	29.95
Batman Returns	41.95
Betrayal at Krondor	39.95
Blue Force	38.95
Caesar	35.95
Carmen SD-Space Deluxe	47.95
Castles II	35.95
Challenge of 5 Realms	39.95
Civilization: Master Playr	49.95
Classic Adventure-Lucas	35.95
Conquered Kingdoms	35.95
Creepers	28.95
Dagger Amon Ra	41.95
Dark Half	34.95
Dark Seed	41.95
Darklands	41.95
Daughter of Serpents	32.95
Day of Tenacle	34.95

Design Your Railroad	34.95
Discovery-Columbus	35.95
Dragon Lair III	35.95
Dune II	35.95
El Fish	35.95
Enc The Unready	35.95
Flashback	31.95
Freddy Pharkas	41.95
Global Effect	19.95
Goblins 2	24.95
Heimdall	21.95
Home Alone 2	27.95
Humans	25.95
Inoa	34.95
Indy Jones 4	35.95
Kings Quest VI	44.95
Kyrandia (Legend)	34.95
Legacy Realm of Terror	38.95
Legends Valour	37.95
Leis Sult Larry 5	41.95
Lemmings 2	35.95
Lost Treas Infocom II	29.95
Lost Treas of Rain Forest	29.95
Magic Candle III	37.95
Maniac Mansion	14.95
Maritis	31.95
Mario Is Missing!	34.95
Mercenaries (Tegel's)	37.95
Might & Magic V	41.95
Monkey Island 2	25.95
Out of This World	36.95
Paladin II	35.95
Pirates! Gold	41.95
Police Quest 3	39.95
Prophecy by Sierra	24.95
Populous II	37.95
Prince of Persia II	41.95
Quest for Glory III	41.95
Return of the Phantom	41.95
Ringworld	35.95
Romance 3 Kingdoms	39.95
Rome Pathway to Pwr	29.95
Rules of Engagement II	41.95
SciFi 5 Activision Games	26.95
Shadow President	41.95
Shadowlands	29.95
Sherlock Hims Lst Files	42.95
Siege	22.95
Sim Ant	35.95
Sim City	29.95
Sim Earth	42.95
Sim Life	41.95
Simpson's Arcade	29.95
Space Hulk	34.95
Space Quest V	41.95
Spear of Destiny, Wllnsin	35.95
Star Control II	35.95
Star Trek 25th Anniv	35.95
Stunt Island	33.95
Syndicate	36.95
Terminator 2029	41.95
Ultima Underworld II	47.95
Ultima VII Part 2	45.95
Ultrabots	38.95

Vell of Darkness	35.95
Wing Commander II	47.95
Wizardary VII Crsaders	41.95
X Wing	41.95
X-Wing Mission Dsk	19.95

### CD ROM

7th Guest	52.95
Arthur's Teacher Tribls	41.95
Chess Maniac-Natl Lampn	34.95
Clip Art Haven-Jewel	16.95
Composer's Gst MPC	54.95
Compton Interact Encyc	249.95
Curse of Enchantia	24.95
Dagger of Amon Ra	41.95
Day of Tenacle	41.95
Dinosaur Adventures	41.95
Dune	66.95
Eco-Quest 1	41.95
Encarta MM Enoyot	269.95
F-15 Strike Eagle III	47.95
Foolmasler 2	18.95
Games 1993-Jewel	21.95
Global Explor-DeLorme	89.95
Indy Jones Foto Atlantis	41.95
Inspector Gadget	35.95
Iron Helix	call
King's Quest VI	44.95
Jutland	52.95
Just Grandma & Me	38.95
Kodak Photo CD	29.95
Legend of Kyrandia	41.95
Map Expert by DeLorme	299.95
Mayo Clinic (Jewel box)	29.95
Mid. Music Shop-Jewel box	22.95
MS Cinemania MPC	54.95
Monarch Notes	61.95
Old Testmanet Interact	49.95
PC Karaoke	77.95
Playing with Language	29.95
Prophone 1993 Ed	129.95
Pub Paradise-Clip Art	22.95
Pull Pull Fun Pak	26.95
Rodney's Fun Screen	39.95
RoMatenal:Vis/SndEffect	19.95
Shareware Studio V C	18.95
Sherlock Holmes 3	43.95
Space Adventure 2.0	61.95
Space Quest IV	41.95
Ultima Underworld I&II	58.95
Who Killed Sam Rupert	24.95
Willy Boamish	41.95
Wing Commander II Dlx	52.95
WCmdr I/II: Undrwld	52.95
World Fact Book '92	59.95

### WINDOWS

Alphabet Blocks	29.95
Audio Star Trek V.I	34.95
Conquered for Windows	44.95
MS Golf	42.95
Origin FX Screen Svr	24.95
Star Trek Screen Svr	44.95

Take Break Pinball	29.95
Yubi Magic Spell Tricks	29.95

### SPORTS

Car & Driver	car
Front Page Sports Ftbl	41.95
Jack Nicklaus Sig Golf	41.95
Jordan in Flight	36.95
Links 386 Pro	39.95
NFL Pro Football 1992	35.95
NFL Video Pro Football	35.95
Sports Adventure	47.95
Tony LaRussa Bstl II	37.95
Trouble Shooting Golf	29.95
Wayne Gretzky Hockey 3	35.95
Wilson Pro Golf	24.95
World Circuit Grnd Prix	35.95
World Tour Tennis	31.95

### EDUCATIONAL

ACT Studyware	29.95
Alge-Blaster	29.95
Amazon Trail	34.95
Auto Works	44.95
Calculus	24.95
Castle of Dr Brain	29.95
Cuckoo Zoo	31.95
Dinosaur Adventure	32.95
Discover Space	37.95
Eagle Eye Mysteries	31.95
Inspector Gadget	34.95
Island Dr Brain	29.95
Kid Cad 3-D	29.95
Lost Tribes (Soc Stdy)	24.95
Mario Teacher Typing	24.95
Math Rabbit (New)	29.95
Mickey's ABC's Ench.	19.95
Millie's Math House	29.95
Operation Neptune	34.95
Oregon Trail Dlx	35.95
Peter Pan Print Kit	31.95
Playroom ver 2.0	29.95
Pull Pull Fun Pak	25.95
Ready for Letters	34.95
Rock & Bach	34.95
Scouters Magic Castle	31.95
Time Treks	29.95
Treasure Math Storm	34.95
What'sMy Angle-Geom	29.95

AND A WIDE  
RANGE OF OTHER  
PRODUCTS  
FROM A...TO Z...!  
~~~~~

MANY SALE ITEMS IN  
OUR FULL PRICE LIST

### ALL IBM COMPATIBLE

3315 E RUSSELL RD, #H-177

FAX: 702-897-1571

TECH/INFO: 702-897-2797

LAS VEGAS, NV 89120

INTL: 702-897-2797

ZERO'S & ONE'S

ORDER: 800-788-2193

Prices and availability subject to change. All sales final. We do not guarantee compatability. All software is factory fresh and unopened. We are not responsible for manufacturer's defects. Contact publisher regarding defects. Any return subject to 20% restocking fee. Shipping: 1st game \$5, add'l games add \$1 each in Continental US. 2nd Day Air \$6 1st game, add'l games add \$1 each in Continental US. COD add \$5.00. All prices are US Dollars. WE ACCEPT M/C & VISA.

Circle Reader Service #135





# More in Russia

## Gary Grigsby's War in Russia

by M. Evan Brooks

Any aficionado of World War II gaming who likes a horde of tanks and a maximum of troops ends up heading to the East. Gary Grigsby's *War In Russia* (WIR) is the designer's third trip in that direction, his latest rendition of the epic struggle between Nazi Germany and the Soviet Union. It is not to be confused with the CGW Hall of Fame's *War In Russia*, released for 8-bit machines in 1984, but bears closer resemblance to his 16-bit effort, released in 1990 as *Second Front*. Many, thinking through red, white and blue tinted lenses, were confused about the latter title, as we Yanks think of the "second front" as the Allied landings in Western Europe. To allay confusion, the latest game has reverted to a variant of the 8-bit title.

### Docs, Heal Thyself!

The documentation is standard for SSI—guaranteed to scare off the novice and confuse the veteran. The necessary information is there, it's just that the prose's elegance makes tax law appear interesting. For the truly math-inspired, the combat formulas are included. I characterized the documentation of *Second Front* as "abysmal"; my opinion stands for WIR. If one is familiar with *Second Front*, there should be few problems of interpretation, but pity the user who is new to the system.

Luckily, a tutorial allows the user to gain a basic familiarity with the simulation. Also, a relatively detailed Order of Battle has been included, along with a map. It is a relief to see SSI again including the map in the documentation; it makes strategic planning much easier for the user.

The map is composed of hexes (representing 20 miles of terrain), with each turn representing a single week. Army units are represented at the corps level, with each corps consisting of up to eight divisions.

There are five basic scenarios offered: Campaign 41 (June 1941-July 1945; the entire war!); Campaign 42 (June 1942-July 1945); Typhoon (September 1941-March 1942; the assault on Moscow); Case Blue (June 1942-April 1943; the Battles of Stalingrad); Campaign '43 (July 1943-July 1945; commencing with the Battle of Kursk). The scenarios cover the gamut of World War II on the Eastern Front, but the box art notes that there are four campaigns, eight historical and one hypothetical scenario. This hyperbole is muted by the inclusion of a scenario editor. The grognard will be ecstatic at the possibility of creating his own scenarios. However, note that the effort and time necessary to produce a viable scenario is formidable.

There are four points concerning the documentation that must be addressed: a) a bridge bomb option mentioned in the documentation has been deleted; b) the tactical hints were produced before the final version, thereby being more generic than usual; c) in blizzard turns, Soviet tank armies may plot into three enemy hexes (not two, as stated); d) shorter scenarios do not end when the objective cities are captured. One must play the scenario to a conclusion (and have the captured cities in at least supply level 5).

Victory conditions are not stated in the documentation, but rather are listed in the scenario conditions (on-disk). Generally, occupation of key cities are the cornerstones of victory. Since the enemy forces will defend such cities to the maximum, one must be prepared to engage in massive battles around them.

Finally, Mr. Grigsby has continued to support his products on GENIE's Games RoundTable (page 805). A

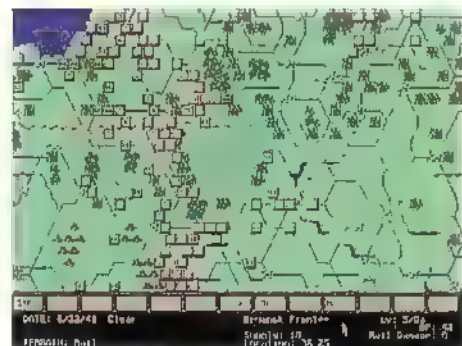
dedicated group of gamers will be glad to assist novices, and even the battle-hardened veteran can find much to contemplate and discuss in the modern world. Hopefully, some of these veterans will upload their scenarios for use by other gamers. But for the gamer confused by the documentation, GENIE is a superb place to get help.

### I Came, I Saw, I Listened

The graphics are functional and sound effects are limited, but detailed wargames on an operational/strategic level need little in the way of sound. Perhaps the overall appearance of the simulation may best be summed up as akin to *Second Front* and *Western Front*, with the interface being more like *Pacific War*.

Visually, an attractive graphic of the units appears during combat displaying the number of tanks, artillery pieces, troops, etc. The actual battle report may be rendered in intricate detail or with quicker accounting; the former illustrates the actual ebb and flow of the battlefield, but it takes more time.

Weather remains consistent: if it is snowing



in Leningrad, it is snowing in Sebastopol. As I noted in my review of *Second Front* (CGW #72, June 1990), this is unrealistic. Chris Crawford's *Eastern Front* (1979) had shown a pattern of graduated weather change. Couldn't this occur in WIR? This is not only a graphic weakness, but one of historical accuracy.

### Panzer Pushing

The game mechanics are mouse and keyboard-driven. While *Second Front* did not have a mouse option, WIR clearly does. Mr

## Gary Grigsby's War In Russia



**TITLE:** Gary Grigsby's War In Russia  
**PRICE:** \$79.95  
**SYSTEM:** IBM  
**REQUIREMENTS:** 386 or better, VGA/EGA graphics, 1.9MB hard drive space, Sound Blaster or a 58 Pro sound cards supported  
**# PLAYERS:** 0-2  
**PROTECTION:** Documentation look up  
**DESIGNER:** Gary Grigsby  
**PUBLISHER:** Strategic Simulations, Inc. Alameda, CA 408.737.1800



# MICHAEL WINTERBAUER

ILLUSTRATION • DESIGN



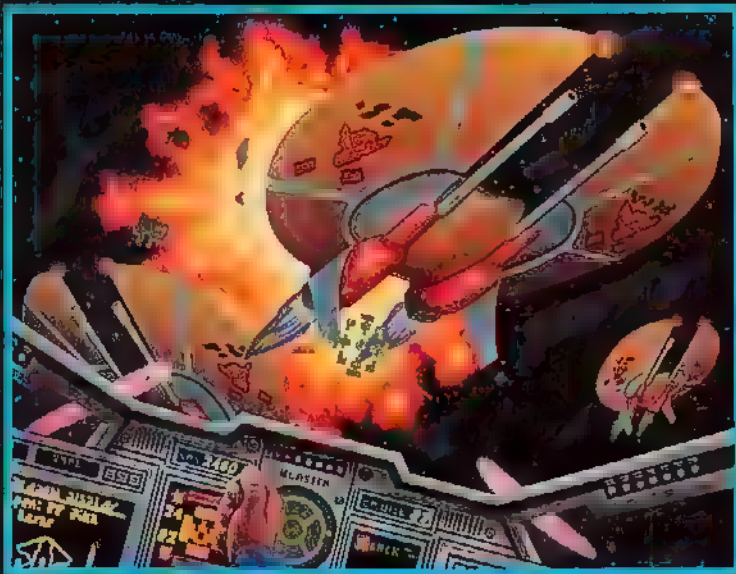
Ninja Taro



Might and Magic



Spaceward Ho!



Wing Commander

When you need the finest in computer game illustration, call Michael Winterbauer. Partial client list includes: New World Computing, American Sammy, JVC, Taito, Bandai America, CSG Imagesoft, The Software Toolworks, and Atlus.

1220 LYNDON STREET #22  
SOUTH PASADENA, CA 91030

TELEPHONE 818 799-4998  
FAX 818 441-3086



Grigsby still recommends the use of a keyboard to input plotting commands, but that is a matter of personal preference.

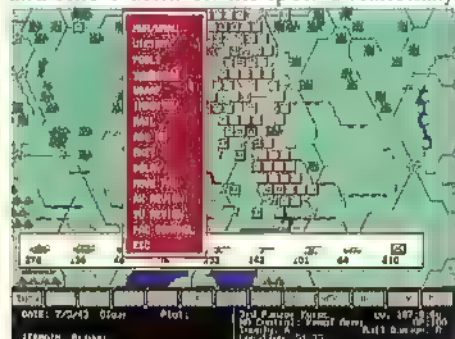
There are some flaws in the mechanics; for example, while hidden units are *de rigueur*, the computer's units become visible during its combat portion, undermining much of the surprise element.

But what is new? Aside from the mouse implementation and a scenario editor, strategic and march modes have been decreased to a more realistic level. This allows a better chance to secure large envelopments and to pocket enemy formations. Special supply allows the user to combat supply-specific units for critical offensive or defensive missions. Operation points (a legacy from *Pacific War*) encourage better discipline in strategic planning; the player should insure that his headquarters move last as this will maximize the use of such OPs. The German player should remember that, initially, *blitzkrieg* supply will more than serve his needs, but once the battlefield becomes somewhat stabilized, normal supply only achieves a 70 percent resupply rate and special supply becomes mandatory to maximize assaults.

The production rules have become more detailed, with factories being more restrictive in retooling. A tank factory can more easily upgrade to a newer tank than switch over to aircraft. In fact, the production can become a game in itself. However, it requires much painstaking attention to detail, and the more casual user would be well-advised to allow the computer to act as one's Albert Speer.

In fact, a player can allow the computer to handle virtually any portion of the program. Do you just want to handle the assault on Moscow? No problem, change the other Army Groups to computer control. Of course, wargamers are detail people and it is the rare wargamer who can resist handling everything from national strategy to platoon placement. Luckily, one cannot get down to that detail... yet.

The leadership rules have remained unchanged. One can appoint the field leaders and relieve them on-the-spot. Occasionally,



poor performance will lead to an automatic "firing," or illness can even intervene to alter the command structure. A proper use of good commanders (and a potential fireman *a la* Zhukov or Manstein) is required for optimization of force application.

There are certain options I would have liked to see:

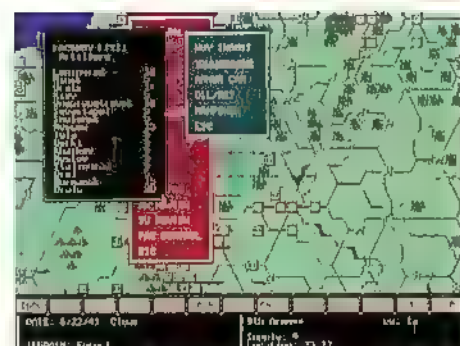
- The use of separate combat routines for each side might have given a better feel;
- The 8-bit version of *WIR* mandated that the player use engineer units to rebuild the captured rail net. This permitted one to concentrate his assets and determine where the *Schwerpunkt* would fall. While this can telegraph one's intentions to the enemy, it also could allow the user to potentially break out on a narrower frontage. Currently, railroad utilization becomes automatic after a delay of four to five weeks;
- Although detailed combat losses are given for each week, there is no war total. Aside from copying the weekly losses to paper, one cannot determine the actual losses during the course of the war. It would not have been difficult to add a running total option—available at any time the user chooses.

## All This and the JSII

Game play is very reminiscent of *Second Front*—with both its strengths and weaknesses. The major building block of combat is the corps, with three to eight divisions being assigned. One may tailor his forces to yield the appropriate mix.

Partisan operations have been made more important, and if a German player ignores the rear, the partisans can well raise havoc with his supply. Even without partisans, the German will face a dearth of supply. Often, only airlift can preserve combat units in the front lines. Use such assets carefully, since there is never enough to satisfy the need.

Generally, a broad-based invasion is the key to success. Separate drives for Leningrad, Moscow and the South should be maintained. Of course, Moscow is the prize—its capture will devastate the Soviet since it is the nexus of the road net. Yet, the initial *Blitzkrieg* is not rapid enough. Historically, Minsk fell in the first week of the campaign. It is simply not possible here; like *Second Front*, the German military machine often seems to be running at the same speed—historically slower in the first weeks but faster in the later months. While it evens out in the end, it does not yield an accurate picture of the ebb and flow of the Russian Campaign.



Bad weather, the nightmare of the *Wehrmacht*, has been made even more deadly. There is little that the German player can do to avoid the counteroffensive of General Winter. Be aware that no matter how rosy the picture in August, an early frost (or blizzard) will change the situation literally overnight. Despite digging in or fortifications, nothing can maintain the line. While some users contend that the Germans could have more efficiently planned for the ensuing winter and emerged relatively unscathed, I do not believe that the German logistical chain could have offset the effects of the weather. The Axis logistics were heavily dependent on horsepower—literally (over 75% of its transport ability came from horses, and not trucks). This, coupled with the inability of the German logisticians to sustain their troops over the breadth of Europe, buttress the designer's treatment of winter. Be aware of the weakness, and be adaptable. Trading space for time, when done in a logical and coherent manner, is the key to success.

Aircraft still seem to be too energetic. Air battles occur on a regular basis, making the Battle of Britain appear to be a skirmish. However, a matter of more concern is that the aircraft of both sides often appear to possess all-weather capability, and flying both combat missions and resupply in blizzard conditions is routine.

## Red Flag Raising

War In Russia is not a generational descendant of *Second Front*, it is more of a younger brother. A workmanlike simulation, *WIR* should be acquired by any *grog* who does not have *Second Front*. However, for those already possessing the earlier product, does mouse implementation and a scenario editor justify its purchase? That will remain an individual decision. My personal feeling is that the program has been released too soon after *Second Front*, and since there are no financial discounts akin to MicroProse's *Railroad Tycoon Deluxe* vis-a-vis *Railroad Tycoon*, well...

CEW



# Opponents Wanted

Those wishing to place their own (free) ads need only send us a postcard (or use the *Notes* section of the RID card), letter, FAX [714-283-3444] or E-Mail (Prodigy [EXPT40B], CompuServe [76703.622], The Sierra Network at Box 1048, GENie and America On-Line [CGW]). Generally, we run them only once, so send another each time if you want to keep your name listed! The ads themselves should serve as reasonable examples as to how to write your own. However,

- Include a brief description of the types of opponents and games you are interested in playing. Games being played other than direct by modem *can* be listed (trading save game disks or even face-to-face).
- At least one (possibly more) telephone number(s) must be included. *Do not forget the area code and mention whether the number is a Home, Work or Modem number.*
- Include your city and state so that people who call you will both: a) have a clue as to what time zone you are in and b) recognize it when they see it on their phone bill

## The Networks

The following are voice contact numbers for many of the various on-line network services that connect gamers. Call them for more information.

America On-Line: (800) 827-6364

CompuServe Information Service: (800) 848-8990

Novalink (formerly Digital Dreams) Network: (800) 274-2814

GFnie: (800) 638 9636

The ImagiNation Network: (800) IMAGIN-1

Multi-Player Games Network: (800) GET-GAME

National Videotex (NVtel): (800) 336-9096

Prodigy: (800) 822-6922 x556

USA Today Sports Network: (800) 826-9688

## Bulletin Board Systems

Will you hack and slash your way through a real-time, multi user dungeon (MUD) or attempt to conquer an entire galaxy? It's your choice when you call The Batboard BBS in Columbia, MO. Enjoy the true *AD&D* action of *Legends* and the professional e-mail game *VGA Planets* (with an off-line VGA interface), or tackle over 30 other on-line challenges, including *ANSI Pro Football*, *Chat Roulette*, *BandWars*, role-playing, strategy, trivia and casino games. Prizes awarded for highest monthly scores, with full access on your first call (and it's free)! Two CD-ROMs on-line, with the latest in quality shareware games! FidoNet echoes (including GAMING), multiline chat, the adult role-playing game *Wild Side* visit today for the best in multiline diversions! We're always open 24 hours at (314) 446-0475 with 14400 bps supported.

The Delphic Oracle is an all-gaming BBS. Play RPGs (*AD&D*, *GURPS*), play-by-e-mail games (*Diplomacy*, *ASL*), *Empires at War* (a Napoleonic on-line game) and other games on-line. Find modem game players. Gamemasters and players wanted. Sumi Valley, California (805) 582-9004 [2400 8 N 1] Free access.

Dunc BBS is seeking modem gamers like you! Modem warrior message area and on-line games. Running on remote access 1.1+. Operates 24 hours/day. 7 days/week. Located in the Milwaukee, WI area. (414) 571 0584 at 2400 - 14.4k, 8.N.1

The Electronic Estates BBS in Oak Lawn, IL invites you to join their *Tradewar 2002* game. Fly your spaceship, battle the Ferengi and other traders. Download TWRULES ZIP before starting. Once you start, you may not restart for 4 months. Only 150 players maximum per game. Call (708) 424-6136.

The Gaming Connection BBS in Everett, WA specializes in connecting modem-to-modem players. Give it a call at (206) 742-4044, 24 hours a day. Join a Gaming Ladder and make new friends to challenge. *Empire Deluxe* and *Harpoon* scenarios, plus access to everything (including over 5,000 files) available on your first call!

The Ho-Down BBS wants you to "test your metal" in multi-player games of *Spaceward*, *Ho!* Are you tired of beating 19 smart computer players in a small galaxy? Want a *real* challenge? Try competing against the most deadly, devious, dastardly, dangerous, diabolical, double-crossing dealers of death and destruction this side of Deneb. In other words, against players just like you! Call with modem set at 8-N-1, up to 14400 bps, (206) 577-8868.

The Imperium BBS is looking for modem gamers like you! Tournaments are run for *Knights of the Sky*, *Command HQ*, *The Perfect General* and *Global Conquest* (just to name a few!). We have on-line games, message base and 3 gigs of files, too. Call one of our three nodes in Middleton, NJ at either: 1200/2400 (908) 706-0342; 9600 v.32 (908) 706-0305, HST Dual Standard 38.4 (908) 706-0321

The Informer BBS under Sysop John Custer is running WC 3.90 through two nodes, 24 hours a day at (415) 468-6714/6715 from 2400 to 14,400 v32.bis HST features operating systems, tech specs, conferences on-line drive & controller specs, game patches, drivers and more.

The Mac Commonwealth BBS in metro New Orleans, LA is sponsored by the National Home & School Mac User Group, a nonprofit organization promoting leisure and learning on the Mac. Our multi-line system features over 1 gigabyte of downloadable files, with emphasis on games and educational material. On-line magazines, Usenet newsgroups, OneNet conferences and Internet e-mail. Support file sections for over 60 commercial games! FirstClass graphic user interface. All lines support 1200 - v.32bis 14,400 access. For information on BBS and group activities, send inquiries to NHSMUG, P.O. Box 640641, Kenner, LA 70064. BBS line 1: (504) 837-7984.

Call the Missile Silo BBS. Contestants wanted for *Command HQ*, *F-29 Retaliator* and many others. Tournaments to be held soon. Files, message base and (soon to come) on line games. Running on Telegard 2.5.7 days a week, 24 hours a day. Located in Skokie, IL outside of Chicago. Call (708) 581-1735. Mention this ad in CGW for no-hassle access validation.

The Modem Connection BBS in Atlanta, GA supports many modem games and flight sims including: *Falcon 3.0*, *F-15 SEIII*, *Command HQ*, *World Circuit* and more. We have ladder competitions with prizes, and a local F3 squadron has networked Falcon meetings. Join the competition, new blood always welcome. (404) 952-8981; 2400 - 57600 BPS supported.

Space Station Aragon welcomes all adventure gamers to call (206) 275-5489 in Bellevue, WA. This unique board features free downloads of the latest demos from many major software companies and text files on subjects like *Star Trek* and *Star Wars*. Take part in our forums to discuss and get hints on the latest games. Take a break and play one of our adventure doors. Sysops Ilibard and Tiern.

Thunderbolt! BBS in Chicago, IL now offers on-line entertainment with *Poker*, *Blackjack*, *Bingo*, *Galactic Empire*, *Zorgon*, *Quest for Magic*, *The Arena* and *Flash Games* ("The Next Generation" of on line gaming). Play RPGs with on-line multi-sided dice! Eric Spanuz, SYSOP. Modem settings 8-N-1, 300/1200/2400. Phone (312) 248-4822.

The Vanguard Information Systems BBS in Boston is looking for more Gamers for their 70+ on-line games. VIS has two gigs containing over 8,000 files. Call at (617) 267-7168 (up to 14,400 - v32bis 8N1). Downloads okay on first call! NO fee!

The World of Windows is looking for some great game players like you! Try your skill and compete for monthly prizes. *Sports*: Drag racing excitement at *The Motor City Raceway*, a fishing tournament at *The Freshwater Fishery*, play in the *Tournament Golf* game or even pick your favorite NFL team and play some *Pro-Bowl Football*. In *RPGs* there is the post-apocalyptic horrors in *The Land of Devastation*, warriors collide in *The Pit*, explore *SinBaud's Dungeon* or conquer the galaxy during *Trade Wars 2002*. For *Strategy* games, try our *ChessMagic* chess tournament, deluxe versions of *Scrabble* and *Blackjack* or solve a murder at the *Who-Dun-It Hotel*. Modem settings are 8-N-1, 300-38400! There is free access and thousands of Windows games to download for off line enjoyment. Call today at (305) 751-3117

## By Area Code

Opponents wanted for *Clash of Steel*, *Carrier Strike*, *The Perfect General* and most other wargames. Particularly interested in face-to-face players in and around the Downey, CA area. Call Mike Garner at H-(310) 869-5155.

Orlando, FL gamer seeks nearby opponents for *Falcon 3.0*, *F-15 SEIII*, *688 Attack Sub* or any other modem simulation games. 4800 to 9600 speeds preferable. Contact Mike at H (407) 898-4482

Seeking local "live ones" for *Air Warrior*. Call Don at H-(407) 482-0094 in Boca Raton, FL between 4pm -7:30pm local time.

Seeking pilots to go head-to-head in *Falcon 3.01* and/or *F-15 SEIII*. I'm in the San Francisco area and can be reached at H-(415) 468-2021 or through my BBS at (415) 468-6713. Ask for John Custer

Looking for local opponent for playing games of *Conquered Kingdoms*, *Lost Admiral* or just to trade games with. Call Mike W. in the Berkeley, CA area at H-(510) 525-3686 after 6pm local time.

Opponents wanted for *Conquered Kingdoms*, *Empire Deluxe*, *The Perfect General* and others. Amiga or IBM. Please call mornings at H-(516) 758-7823 or write to Nick Galante, 246 Fair Harbor Drive, Patchogue, NY 11772-3344

Seeking local opponents for *Empire Deluxe*, *The Perfect General*, *WWII-Pacific*, *Command HQ*, *Modem Wars* and many others. Call Jim in North County, San Diego, CA at H (619) 674-1543.

I am interested in finding opponents for *Battle of Destiny*, *Empire Deluxe*, *The Perfect General* and *Pacific War*. Contact Chuck Frye at H-(803) 546-1543 in Georgetown, SC.

Local opponents wanted for *Falcon*, *F-15 SEIII* or *Tornado*. Call Rod in Memphis, TN at H-(901) 527-8764 or W-(901) 525-2557. **CGW**



# The War To End All Wars

## A Review Of SSI's *The Great War*

by H.E. Dille



SSI's *The Great War* should not be considered a serious study of the war that ended chivalry in a blast of machine gun fire. Indeed, if it were such a game it is doubtful that it would hold as much appeal. After the initial offensives of the First World War, the momentum was lost in a quagmire of mud as dark and thick as the political climate which spawned the conflict. Over the course of four years, each side periodically attempted to break the deadlock without success. In the end, attrition became the major motivator for political resolution and the end of hostilities.



Despite the fact that the First World War saw the first significant use of many modern weapons—tanks, aircraft, anti-aircraft batteries, anti-tank weapons, machine guns, submarines, long range artillery—it remains a poor choice for a conventional wargame because of the lack of tactical mobility. Good wargame designs rightfully emphasize the importance of fire and maneuver, and WWI allowed little room for the latter. Fortunately for gamers, SSI's offering does not approach the topic in a conventional manner. *The Great War* is an abstract strategy game that has greater kinship to *Empire Deluxe* than most of the other SSI wargaming titles. Of course, it has an even greater kinship to *Battle Isle*, Blue Byte's earlier design for UbiSoft, being built on a similar engine.

A commander in WWI would have certainly appreciated the simple elegance SSI has afforded commanders in their game. Unburdened by limited intelligence or the delicate Achilles' tendon that is proper logistics, players of this system may devote their entire

attention to the essence of combat command: the planning and execution of fire and movement. Because historical campaigns and scenarios are eschewed in favor of cleverly designed fictional engagements, lack of mobility is not an issue. Indeed, the quickest way to win any of the scenarios is to thrust deep into enemy territory and capture the opposing HQ, though this is never an easy task.

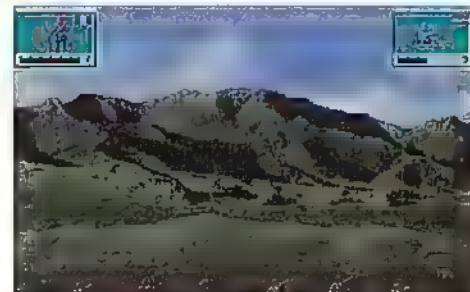
### The Lay Of The Land

*The Great War* offers 72 scenarios, 24 each for the single British or German player, and 24 constructed specifically for two human players. Within each scenario, the player begins with an HQ, several units of different types, and possibly a factory or depot. Both factories and depots are capable of repairing battle damage for existing units, but only factories may use build points to create new units. The opposing side begins with control of some buildings which may be captured via infantry or cavalry units, and there may also be several neutral factories or depots on the map. The latter often contain reserves of units which may prove vital to shifting the balance of power. As such, initial moves must attempt to gain control of as many neutral structures as possible.

Factories cannot be constructed, thus control of those close to the front lines becomes essential to timely reinforcement. Depots, on the other hand, may be built whenever special depot building units are available in a scenario. These units require two unoccupied turns and four squares of flat terrain to build a depot. Because of the latter restriction, there are a limited number of places depots may be constructed on each map. Astute players will carefully consider the strategic location and surrounding terrain of depots so constructed, as they should support offensive operations without impeding the flow of troops to the front. Also, proximity to the front lines for quick turn-

around of repaired units must be weighed against the enemy's ability to mount a local, limited offensive and capture the structure.

Each map contains a mixture of terrain types, from deep water to mountain peaks. Every terrain affects unit types differently, but the player need not consult a myriad of charts and tables to ascertain these relationships. Rather, by clicking on the unit during the movement phase, the complete range of



movement is highlighted. By clicking again anywhere within that area, the player plots the intended destination for the next phase. This is but one example of the elegant and unobtrusive interface.

### The Weapons Of War

The most basic unit in the game, the pawn of the system if you wish, is the infantry unit. It begins with a base strength of six and no experience. Its elder brother, the elite infantry, is slightly more capable in the field, but also begins with a base strength of six. In fact, all units in the game with the exception of bomber aircraft and bunkers begin with a value of six. Of course, if all units begin with the same numerical strength, one may won-

## The Great War: 1914-1918



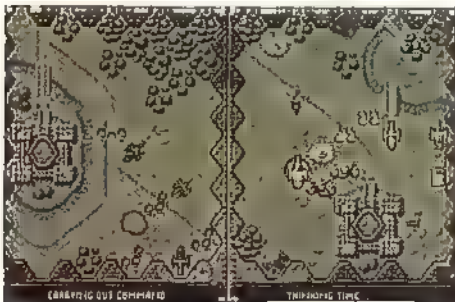
TITLE:  
PRICE:  
SYSTEM:  
REQUIREMENTS:  
# OF PLAYERS:  
PROTECTION:  
DESIGNERS:  
PUBLISHER:

The Great War 1914-1918  
\$69.95  
IBM  
386 or better, VGA graphics, 8 MB hard disk space, MS-DOS 5.0 or higher; supports AdLib and Sound Blaster sound cards  
1 or 2 (single computer—no modem play)  
None  
Ralph J. Krait, Bernhard Ewers, Thomas Hauser  
Strategic Simulations Inc  
Sunnyvale, CA  
(408) 737-6800



der what the point is in having different unit types at all? The answer lies in a more complete understanding of the combat model.

Whenever two units battle and inflict casualties to the other side, they receive one experience point. If their attack results in the destruction of the enemy unit, two experience points are awarded. The maximum number of experience points which may be accumulated in this manner are six.



Unit strength is not the deciding factor in combat, serving only as a multiplier and measure of attrition (i.e., if it is allowed to drop to zero the unit is lost). The types of units involved is more important, but their experience levels are the key to combat preparedness. To explain, let us consider an initial engagement between mutually inexperienced infantry and elite infantry. We have noted that the latter is an inherently more capable unit, thus one should expect an isolated meeting between the two would eventually result in the destruction of the inferior unit. Knowing this, the Commander of the inferior force should seek to attrite some of the enemy, then withdraw the unit behind the lines for repair.

Having reduced the elite infantry to a strength of three, with three experience points, for example, the infantry unit falls back to a neighboring depot with equivalent experience and repairs itself from a strength of one to six. Returning to the line with experience intact, the infantry unit proceeds to destroy the remnants of the elite infantry over two turns. Reduced to a strength of two now, because the elite infantry was still capable of inflicting 4 to 3 losses, the infantry unit returns to the depot a second time for repair. It will emerge a very powerful unit, however, because it has gained maximum experience at this point. Experience ratings not only increase a unit's ability to inflict damage on a given target, which varies by type, it also reduces the amount of damage which may be inflicted on the unit by all other unit types.

## Taking Command

Each scenario is designed to reflect actions over a two month period. Between scenarios,

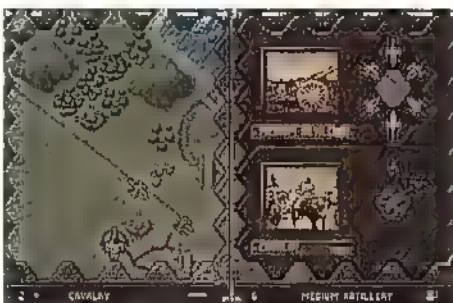
a historical breakdown of the actual events of the same period is presented. These cut sequences are not influenced by success or failure on the board, and exist solely as background material for interested players. References in the manual to a "Campaign Phase" with variable victory conditions are in error. There is no provision for a campaign or any form of linkage between scenarios. As such, one who seeks to alter the course of the entire war will be disappointed.

A scenario is played in a series of turns, with each side alternating between attack and movement phases. When one side is planning movement, the other is plotting attacks, but neither action occurs until both players have input their commands and elected to proceed to the next turn. When this happens, units will attempt to execute their orders, but may be precluded from doing so. Units that were ordered to retreat to a nearby depot may be destroyed before they can leave the line, for example, or assaults may be wasted on positions that have already been eliminated.

Attacks are resolved via animated cut screens or, if desired, quick graphic displays. The latter significantly speed up the game. The real time resolution of both player actions forces one to plan moves in advance, much as in chess, and makes for a more interesting play dynamic. At the end of the given turn, players proceed to the next order input phase, albeit with their roles reversed.

The interface for the input of these orders is well chosen. All commands are controlled via the mouse. The player positions the cursor over the unit to be manipulated, then holds down the left mouse button. With the button still depressed, the player drags the mouse in one of the cardinal directions and the icon changes on screen to reflect different command options. It's smooth, slick and may be mastered in just a few minutes without having to crack the manual at all.

Many of the maps may be viewed as puzzles, where success lies in discerning the best strategic approach to the terrain and opposing forces. Winning is possible through capture of the opposing HQ, where one receives a greater number of points the more enemy



units are left on the board, or through destruction of all opposing forces in a prolonged war of attrition. The computer General is very adept at precluding, or at least making very difficult, early capture of their HQ. It is less successful at combating a war of attrition, however.

The reason for this shortfall is readily apparent. The computer has a tendency to favor the construction of new units over the repair of existing, combat hardened veterans. It will attempt to do the latter at times, but frequently fails to pull these units off the line in time to avoid destruction by a human General who recognizes their potential danger. As such, later in the game, savvy human players with full strength, full experience units will walk all over inexperienced computer reinforcements striving to bolster failing lines and halt an unrelenting advance.



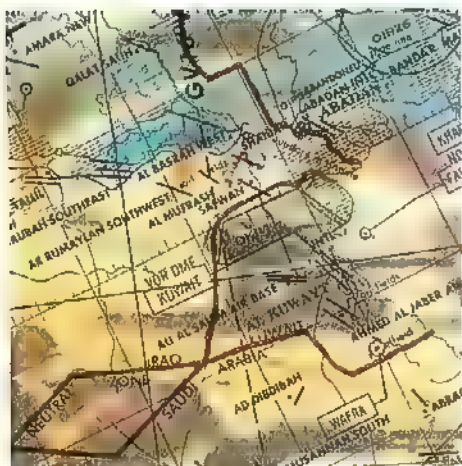
This has a definite impact on replay value because even though new scenarios present different challenges, the basic formula for success remains the same. Rotate units to the rear for repair, which is cheaper than replacement, and one will not only have more powerful units, but also more reserve build points for construction when necessary.

## Lifting The Barrage

As we all know, the First World War did not turn out to be the "War to end all Wars." Likewise, *The Great War* could not be considered the game to end all games. More significant achievements lay just beyond the next trench, but as always the problem is getting across "No Man's Land."

When the smoke clears, however, players of *The Great War* will find that they have stumbled on a much more playable game than any historical recreation of events could hope to be. Even with a slightly inadequate computer opponent, a great deal of time must be invested to obtain consistent mastery, and players will certainly obtain their money's worth in that period. If one is blessed with another human opponent, then the replay value of the product is extended immensely. **CSW**





# Let's Do The Gulf War Again

## A Veteran Revisits Three-Sixty's Patriot

Re-Review by M. Evan Brooks

**P**atriot was initially reviewed in *Computer Gaming World* #105 (April 1993) to a less than resounding acclamation. In fact, *Patriot* received virtually unanimous condemnation by the media and in the consumer market. While the *Patriot* design was boldly innovative, it was dreadfully unplayable. Difficult to boot and prone to crashes, these programming oversights were nothing compared to the aloofness and unplayability of the game system itself. *Patriot* assumed the mantle of "The Canine of Combat."



Thus, it was with some trepidation that I examined the updated program, version 1.10. Could it have fixed what was so wrong before? Could an abject failure be rendered a success with one patch?

## Manual Override

The documentation has now been supplemented with a 54-page manual that walks the user through three separate scenarios at the brigade, division and corps levels. While there are occasional discrepancies between what is printed and what is on the screen, the tutorials can, unlike the flow of the original game, actually be followed!

Also, certain previous errors have been corrected (local times are now correctly noted and the Battle of Khafji occurs on the correct date), and each scenario is summarized as to

the general situation. The net effect of the supplement is to allow the user to gain access to the simulation. Granted, the innovation of the system requires much thought, and certain concepts remain somewhat ambiguous (e.g. actual combat positioning), but at least one can now use the program.

## A Farewell to Crashes

Unlike the initial release, the patch was easy to install and easy to run. No separate boot disk was required, and everything ran smoothly --- no lock-ups, no crashes. By itself, this is a major improvement.

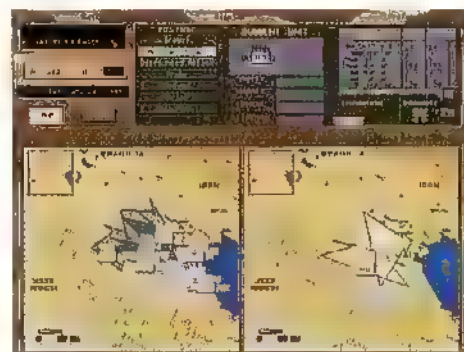
A map scale indicator is now available as an option, and this allows one to conceptualize the distances involved. The maps have remained the same, and the problem with shifting fields of vision remains. The map shifting function is not sensitive enough to allow the player to center his area of interest. The zoom function could have been simplified, but it is workable.

The sounds are still limited to opening music and sparse battle sounds in the program itself, but at least now my *Pro-Audio Spectrum 16* was easily recognized by the program.

## Mechanics

The game mechanics are equivalent to the initial release, except one can now understand what is going on. The organization tree and force tailoring is a concept easily grasped, and it gives a quick rendition of the Order of Battle. Indeed, it is so accurate that a military intelligence officer who happened to see the program wondered if it contained security violations.

Using boundary lines as a game mechanism is pure militarism. The initial release seemed to be a wargame of Harvard Graphics—great presentation, no input. To some degree this remains true of the revised program, in that the user has little to do once contact is made. Nevertheless, what impressed me most was that this was a wargame straight out of Command & General Staff College or the War College.



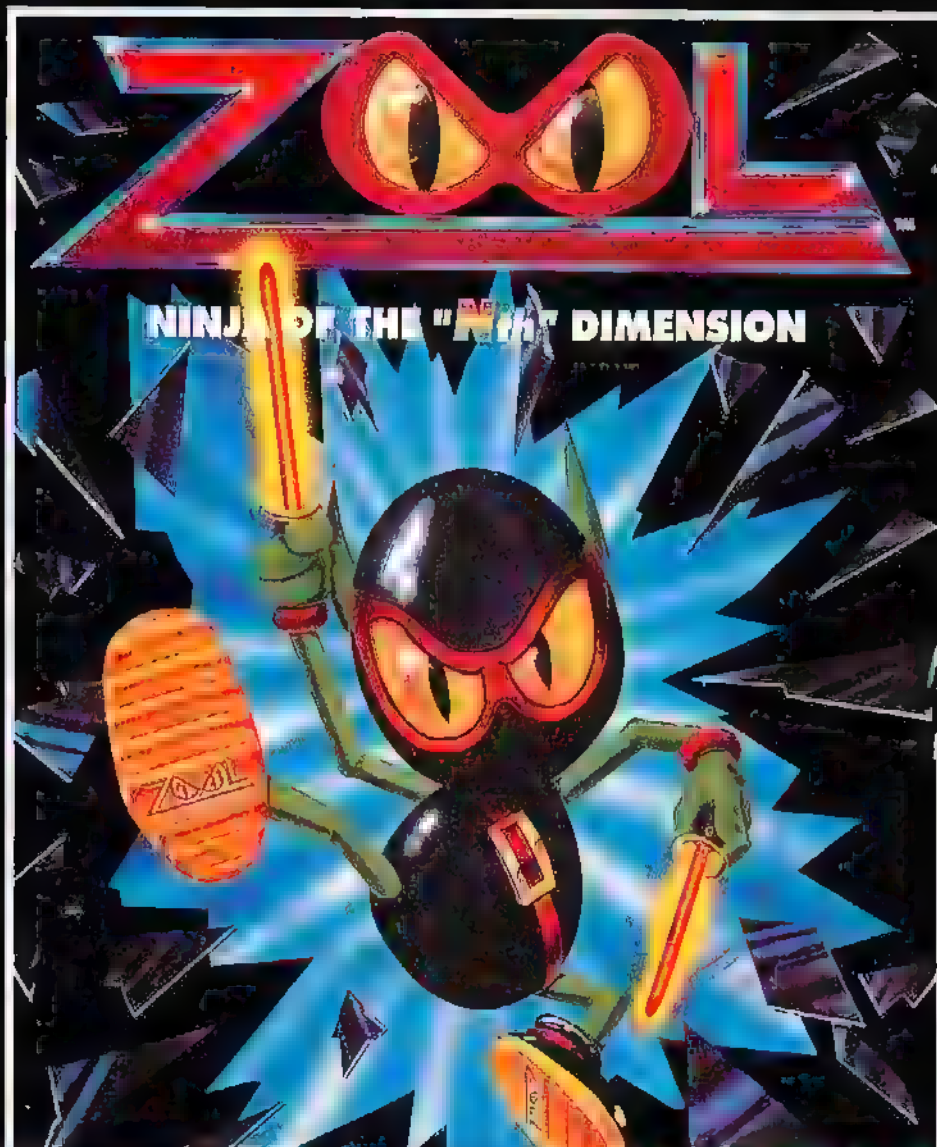
In fact, this remains *Patriot's* greatest strength and failure — it is simply too military. There is no feeling of action or vicarious thrill/terror. Instead, *Patriot* should be marketed to the defense establishment as a serious tool for decision-making. This would involve some adjustment (e.g. area of world, database, etc.), but it would see the product being used to its greatest advantage.

**Patriot Version 1.10**

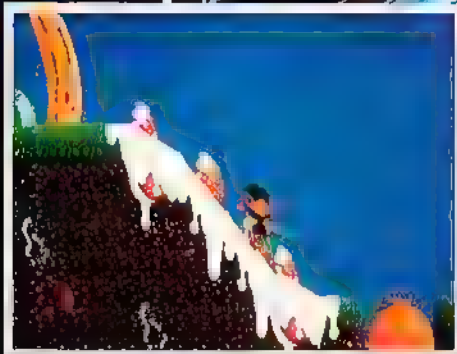


NAME: Patriot Version 1.10  
PRICE: \$69.95  
SYSTEM: IBM  
REQUIREMENTS: 386 or better, 4MB of RAM, Super VGA graphics, 3.2MB hard drive space, DOS 3.0 or OS/2 2.0, mouse; Ad Lib and SoundBlaster sound cards supported  
PROTECTION: None  
DESIGNER: ARTECH Digital Entertainment  
PUBLISHER: Three Sixty Pacific  
Campbell CA  
(408) 879-9144

**NOW AVAILABLE  
—ON PC—**



**NINJA OF THE "NINJA" DIMENSION**



**GREYBOX**



**Electronic Innovative Design**  
768 Two Mile Parkway  
Goodlettsville, Tn. 37072  
Phone: 1-(615)-972-8085 • Fax: 1-(615)-851-6098





*Patriot* is really a series of games rolled into one. Depending on the command level chosen (brigade, division, corps, army), one will have certain choices. However, the user should be careful to maintain his proper station. A division commander should not involve himself in company operations. Remember, generals plan the battle, colonels implement the decision-making, and captains fight the battle. While the program will allow one to drop below his level of command, such actions often cause one to lose track of the greater battle.

The battle reports often stream in fast and furiously once contact is made. Often, the sheer multitude of incoming information obscures the main screen and overloads the user, forcing him to eventually change to a higher

command level to reduce the plethora of messages. I am still unsure as to the proper solution, but this definitely needs some additional work.

I regret not being able to claim mastery of the system. Even with much thought, time and perseverance, I am somewhat lacking in confidence with regard to my expertise with the system. Still, 23 years of military experience (of which all but four were involved in operations and planning) give me a sense of assurance that I can figure it out. One wonders about the casual wargamer, however.

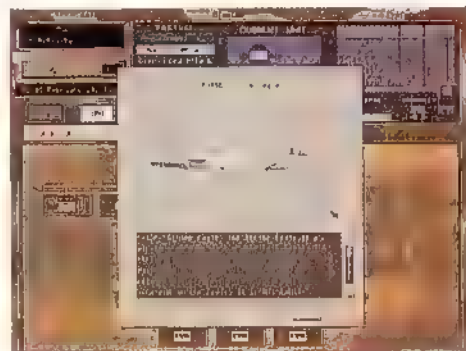
Fixed wing air support and amphibious assaults have now been added and determining air missions has become a mere mouse stroke. Finally, the vulnerability of the M1 tank to enemy fire has been drastically reduced.

Designer Sid Meier has said on numerous occasions that if it isn't fun, he doesn't do it. And that is *Patriot's* failing—it often is not fun. It may be accurate, it may be the most direct link to actual military planning that the civilian user will ever see, but there is little sense of fun.

### Milspec Wargame

*Patriot* always appeared to be innovative. It

has now begun to realize some of its potential. In all candor, I would not recommend it to a casual gamer. However, for the user who is familiar with Army planning techniques, the program appears to possess merit.



For those users who suffered through the initial release, I would strongly urge them to secure this latest update. For those who have an insatiable interest in the Gulf War (all three of you), the new version should prove to be beneficial. Finally, for those users who want to know the intricacies of military planning, or for those with actual experience, I can now note that *Patriot* is accessible. Just be prepared to work at it. Finally, for those users enrolled in Army Command & General Staff or War College, *Patriot* may well assist in their coursework. **CGW**

## THE ULTIMATE Play-By-Mail Offer... ...JUST GOT BETTER!

Another five major play-by-mail games have joined our unique offer: **Cluster Lords** (rules and 10 free turns in this deep space opera), **Death and Sorrow** (rules and 10 free turns in this introductory fast-moving wargame), **Perseus Arm** (the 170-page rulebook and 3 turns in a massive new space opera), **St Valentine's Day Massacre** (rules and five turns in PBM's most challenging crime game), **World Conquest** (rules and 4 turns in this clean strategic wargame). And now all subscriptions are processed by first class mail, ensuring you get the hottest news in the hobby.

Play by mail is America's most exciting form of gaming, pitting you against crack players across the country and abroad. (Call (216) 673-2117 for news of the big national PBM convention.) Our offer gives you the chance to sample it and decide if it's for you.

**For those who haven't seen our guaranteed offer before, here it is:**

Take a \$20 (4-issue) subscription to **FLAGSHIP**, the leading international play-by-mail magazine, and let our reviews, features and player comments help you pick the best of the latest games. We think you'll enjoy our frank, irreverent style. With your first issue we'll send you a \$20 coupon for any of the above games and 19 others, with a description of each so you can decide which of these intriguing designs to try. The only condition: that you've not played with the chosen moderator before.

But what if you *don't* like **FLAGSHIP**? What if you're *not* intrigued by the game you write for? Haven't you wasted \$20? No! Write us within a month of getting your first **FLAGSHIP** to tell us you were disappointed, and we'll refund you the entire \$20. (You can still use the coupon.)

**So: either you've enhanced your gaming with an exciting new dimension for \$20. Or you've explored it and decided it's not for you - at a cost of zero!**

**Why not try it? Send \$19.99 to FLAGSHIP, CGW offer, PO Box 454, Fair Lawn, NJ 07401-0454.**

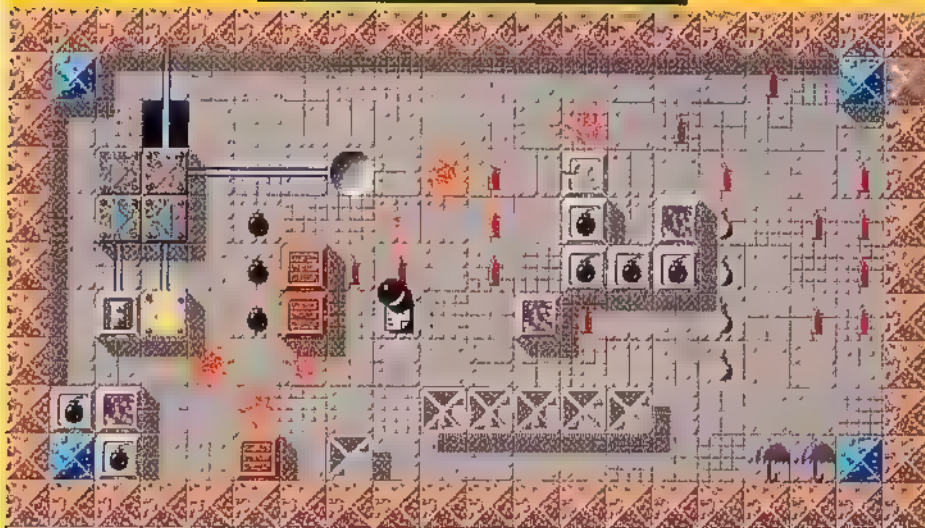
[European readers: Send £9.99 to FLAGSHIP, CGW offer, PO Box 1733, Handsworth, Birmingham B20 2PP for the equivalent European offer!]

Circle Reader Service #68

# My son and I love this game!!!

## Great work!!

Robert Strauss, Burbank



My daughter (11 years old) and I have become "Oxyd" addicts. We cannot wait to begin exploring the many other levels. Thanks for creating such an excellent product. R. S., Germantown

This is, without question, the most impressive game I have ever seen. I am amazed at the audio, visual and action. George L. Tanty, Arlington Heights

Outstanding program!!!! John Bernover, Los Gatos

Wow! That's all I can say about Oxyd. What an incredible game! Hurry! I can't wait to play!!

This game is highly addictive. Stuart Ritchie, Canada

One of the nicest games I have seen in a long time.

Thanks for creating such a challenging piece of software. Steve Brannon, Canada

I'm completely hooked! Patricia B. Smith, NH

The game is a blast! Excellent graphics, extremely well done. Interesting challenges in each landscape also. I look forward to the next 90 landscapes. David Mangini, CT

The game is really slick, well designed. Those first 10 levels alone were worth paying for!

One of the most elegant games I've played. Thanks a lot for a great game. Jeffrey Jondahl, San Diego

OK so we got hooked!

I enjoy this game a great deal and so do my children and their friends. It is just what I have been looking for!!

Jerome Wascott, Minneapolis

My whole family enjoyed your game a great deal.

Michael C. Moore, Columbia

Oxyd has to be the most artistically superb piece of programming that I have seen. From my position of having completed about one third of the single-player levels, the landscapes have been continuously varied with a marvelous attention to graphic and audible detail that makes each new one a continuing delight. I especially appreciate how the marble interacts in seemingly realistic but different ways when rolling over or bouncing against different "natural" (or unnatural) substances like stone, wood, swamp, freefall etc. At this point, I'm already worrying that I'll run out of levels (assuming I keep solving the puzzles). Jeffrey R. Harrow

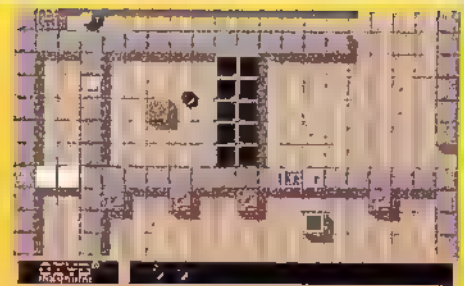
Even our 3yr old enjoys the game.

I just had to write to tell you how much fun I've had playing Oxyd. The attention to detail - the sounds, the textures of the surfaces - really adds to the fun of the game. It invites the imagination for a ride.

Thanks also for making all of the landscapes challenging but not impossible. At first I thought that landscape 76 was unfairly difficult, but when I found the way through it, I really admired the ingenuity. Tom Phoenix, Portland

It is rare to find such a visually appealing, addictive and playable game. Kathryn Wilson, Australia

I'm really impressed with your game, Oxyd. Congratulations on a unique and fun product, and best luck to you all. John M. Dodd, Thousand Oaks



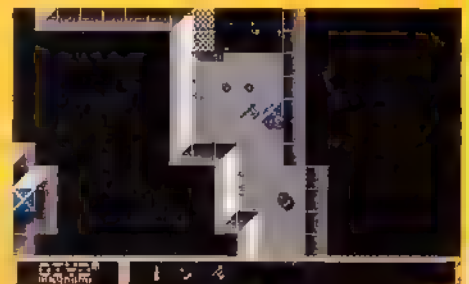
## Oxyd® magnum!

### for PC, Mac,

A500 - A2000, ST, TT or Falcon Computers.

### Sequel of the award winning Oxyd, now shipping!

Mac: 1MB RAM, color or monochrome!  
PC: 386 or above, 2.5MB RAM, EGA  
or VGA monitor, Soundblat, or Adl. optional.



Oxyd Credits.

### Game of the Year

Computer & Pedagogy 06/93

The variety of play is  
literally, incredible.

Score this game a solid 10

Current Horis 06/93

"A" rating - Wow! Exquisite.  
A must for your games library.

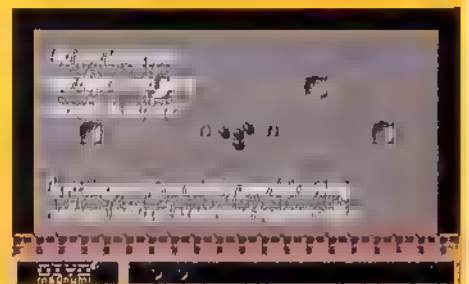
AmigaWorld 06/93

### Game of the Month.

MacWeb 02/93

### Top of the Charts

Brian Teaser Category, PC Games Guardian edition



Call 617-497-1130 for the  
Oxyd magnum! retailer nearest you

Get a free appetizer for Mac, PC, Amig. or ST:

Send \$ 4.00 for shipping & handling for  
10 challenging landscapes of Oxyd to  
Dongleware Publishing, 35 Howard Street,  
Cambridge, MA 02139-2909



# Taking A PEEK

**AbleSoft**  
4824 George Washington Hwy., Suite 103  
Yorktown, VA 23692  
(800) 545-9009

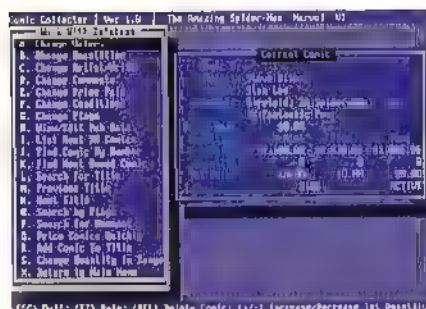
**THE COMIC COLLECTOR:** Anyone in the hobby/business of comic book collecting should consider this versatile inventory program. Not only does *The Comic Collector* feature numerous ways to access data, but it offers several different ways to make it easier to enter your custom data. Best of all, it allows you to display (on screen), print or file (on disk) information based on price, individual title, artists, writers, demand, active titles, inactive titles, or even the total value of your collection. Additionally, the database includes the entire *Overstreet Comic Data & Prices Guide*, and you can purchase a quarterly or monthly update in disk format by subscription (\$24 for four issues, \$60 for 12 issues). IBM (\$49.95). Circle Reader Service #1.

**Action Software**  
P.O. Box 1448  
Ponca City, OK 74602  
(405) 762-1622

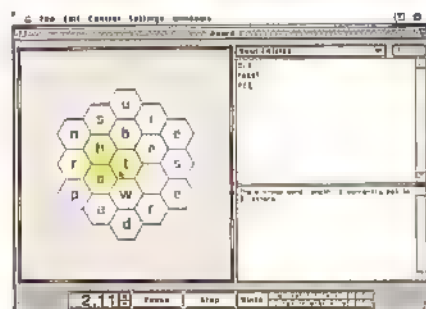
**WORD CONNECTION:** Funny how the tasks we used to do for homework have become leisure time entertainment. In *Word Connection*, the object is to string connected letters together, going back and forth or around and around a grid in order to form words. The player determines the size of the grid of connected geometric shapes (either squares, triangles or hexagons), and races against a clock. It is very easy to play. What is surprising is the size of its dictionary, which includes many slang and irregular word usages. Wordsmiths will welcome this pleasant little gaming diversion. Macintosh (\$59.95). Circle Reader Service #2.

**American Training International, Inc.**  
12638 Beatrice Street  
Los Angeles, CA 90066  
(800) 955-5284

**THE GREAT COMPUTER ADVENTURE:** Children ages 7 to 12 now have a fun way to learn how a computer really works. What components make up a computer? What's the purpose of a microprocessor? What about this thing called memory? All these questions and more are explained in the process of completing *The Great Computer Adventure*, a point-and-click, puzzle-based graphic adventure. The story is a simple one: a family has been turned into jewels by a mischievous gremlin. To restore these indi-



The Comic Collector



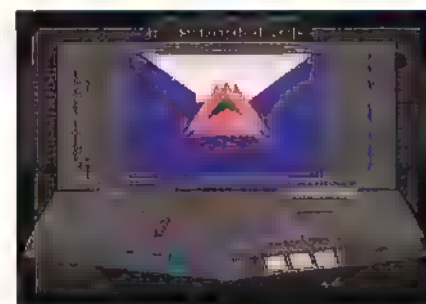
Word Connection



The Great Computer Adventure



Axis, The Gamecheater



Super Maze Wars

viduals to their former selves, the player must find hidden pieces of a special "charmed" computer that can do the transformation. Seven puzzles of varying difficulty and style must be solved, including picture matching, word deciphering, letter transposing, crossword puzzling, maze solving and others. Since clues are randomized, multiple levels of play are provided as one moves from site to site in the game world. A built-in Personal Digital Assistant provides the player with descriptions of each computer component, while a notepad offers clues as necessary. Though playing time can be rather short, a modest degree of replayability offers young minds a good value and a fun experience. IBM (\$39.95). Circle Reader Service #3.

**Baseline Publishing, Inc.**  
1760 Moriah Woods Blvd., Suite 5  
Memphis, TN 38117  
(800) 926-9677

**AXIS, THE GAMECHEATER:** Invincibility has its benefits. This is especially true when it comes to some of the more demanding action games on the market. While many "cheats" have been available in the shareware and freeware realms, a commercial program of this type has yet to be seen. A significant new product designed specifically for this purpose is *Axis, The Gamecheater* by Baseline. Available for PC comparibles and Macs, *Axis* allows the gamer to manipulate his or her game files to override predefined game functions with assignable hot keys, add time, lives, money, extra fuel, and even jump to different levels. Baseline's modular design allows periodic updates to the program to support new game releases. These modules are available at no charge through many on-line services. At present, over 40 games are supported in the PC version (*S.W.O.T.L.*, *Lemmings 2*, *Ultima VI*, *X-wing*, *Castles II*), and over 50 in the Mac version. But one can only cheat so much: each game has limits in the degree of game control manipulation it will allow. If you're stuck midway through a game, you might be able to get by with a little help from this friend. IBM, Macintosh (\$69.95, \$59.95). Circle Reader Service #4.

**Callisto Corporation**  
182 West Central St.  
Natick, MA 01760-9582  
(508) 655-0707

**SUPER MAZE WARS:** The Macintosh's domination of the network game market continues with *Super Maze Wars*. This arcade-style, 3D action maze game pits players against tenacious robot enemies, networked human opponents, or both. Presented in a first-person, 3D perspective, *Super Maze Wars* challenges the player to enter their Maze-Cruiser and roam the complex hallways of a foreign world in an effort to reign victorious over up to seven human- and/or robot-controlled opponents. In the process of this search-and-destroy mission, the player must balance the cost of gathering valuable gems

# ADVERTISERS' INDEX

| RS#    | ADVERTISER               | PAGE     | RS# | ADVERTISER                  | PAGE     | RS#      | ADVERTISER                  | PAGE     |
|--------|--------------------------|----------|-----|-----------------------------|----------|----------|-----------------------------|----------|
| 31     | 360 Pacific, Inc.        | 242, 243 | 62  | Electronic Arts             | 32-33    | 98       | Media Vision                | 233      |
| 32     | 3DI Productions          | 137      | 63  | Electronic Arts             | 50-51    | 99       | Microsoft Corporation       | 18-19    |
| 119    | AT & T                   | 59       | 64  | Electronic Innov. Design    | 255      | 100      | Miller Associates           | 229      |
| "      | Abracadabra LTD          | 178      | 65  | Entertainment International | 127      | 101      | Mission Control             | 226, 227 |
| 33     | Access Software          | 138, 139 | 66  | Entertainment International | 129      | 157      | New Attitude                | 174      |
| 34     | Accolade                 | 71       | 67  | Falcon Northwest            | 27       | 102      | New World Computing         | 41       |
| 35     | Accolade                 | 73       | 146 | Family Ware                 | 176      | 158      | Ocean Software              | 172, 173 |
| 36     | Accoustic Research       | 246      | 68  | Flagship Magazine           | 256      | 159      | Opcode Interactive          | 167      |
| 37     | Activision Entertainment | 75       | 69  | Formgen                     | 2        | 103      | Origin Systems              | 276      |
| 38     | Activision Entertainment | 77       | 147 | Formgen                     | 165      | 104      | Origin Systems              | 39       |
| 39     | Activision Entertainment | 79       | 70  | Future Vision               | 162, 163 | 105      | Origin Systems              | 47       |
| 167    | Advanced Digital Systems | 217      | 72  | GE Information System       | 111      | 106      | Origin Systems              | 61       |
| 139    | Adventure Learning       | 178      | 71  | Gamer's Gold                | 235      | 107      | Paper Mayhem                | 212      |
| 40     | Aldealabs                | 236      | 73  | GENie                       | 63       | 108      | Papyrus Publishing          | 31       |
| 41     | Apogee Software          | 81       | 74  | GENie                       | 65       | "        | Planet Kids                 | 223      |
| 140    | Athena Software Inc.     | 164      | 75  | GENie                       | 67       | 109      | Psygnosis                   | 5        |
| 42     | Aztach Systems           | 191      | 76  | Genovation                  | 143      | 203      | Psygnosis                   | 213      |
| 43     | Bare Bones Software      | 120      | 77  | Gosselin Computer Consult.  | 130      | 204      | Psygnosis                   | 214      |
| 44     | Baseline Publishing      | 69       | 79  | HPS Simulations             | 225      | 205      | Psygnosis                   | 215      |
| 141    | Binary Zoo               | 171      | "   | Handyman Computing          | 178      | 110, 111 | QQP                         | 20-21    |
| 47     | CH Products              | 197      | 149 | High-Tech Expression        | 157      | 201, 202 | QQP                         | 22-23    |
| 48     | CMS Academic Software    | 208      | 148 | High-Tech Expression        | 159      | 112      | Quality Computers           | 229      |
| 45     | Cape Cod Connection      | 186      | 78  | Homebase Products           | 130      | 113      | Quadra Interactive          | 135      |
| 46     | Chips & Bits             | 87       | 150 | Humongous Software          | 151      | 114      | Readysoft                   | 265      |
| 46     | Chips & Bits             | 89       | 166 | Humongous Software          | 153      | 115      | Recreational Software       | 187      |
| 46     | Chips & Bits             | 91       | 151 | Imager Inc.                 | 170      | 160      | Romtime                     | 168      |
| 46     | Chips & Bits             | 93       | 80  | Impressions                 | 3        | 116      | Sierra Dynamix              | 53       |
| 46     | Chips & Bits             | 96       | 81  | Impressions                 | 13       | 117      | Sierra/Dynamix              | 56-57    |
| 46     | Chips & Bits             | 97       | 82  | Impressions                 | 15       | 120      | Sideline Software           | 232      |
| 46     | Chips & Bits             | 99       | 83  | Impressions                 | 29       | 121      | Sigma Designs               | 8-9      |
| 46     | Chips & Bits             | 101      | 84  | Inner Circle Technology     | 211      | 162      | Silicon Alley               | 169      |
| 49     | Colorado Spectrum        | 26       | 85  | Interplay                   | 145      | 122      | Simulations Canada          | 232      |
| 50     | Computer Express         | 106      | 152 | Jemmasoft                   | 175      | 123      | Sir-Tech Software           | 11       |
| 50     | Computer Express         | 107      | 86  | Keyboard Commander          | 240      | 163      | Software Ent. LTD           | 178      |
| 50     | Computer Express         | 108      | 153 | Know edge Adventure         | 154, 155 | 124      | Software Toolworks          | 189      |
| 50     | Computer Express         | 109      | 87  | Lance Haffner Games         | 236      | 125      | Spectrum HoloByte           | 44-45    |
| 142    | Computer Tooter Pals     | 166      | 154 | Landmark Solutions          | 161      | 126      | Spectrum HoloByte           | 37       |
| 51     | Compsult                 | 104      | 88  | Legend Entertainment        | 181      | "        | Strategic Simulations, Inc. | 43       |
| 52     | Computability            | 199      | 89  | Liberty International       | 261      | 128      | Thrustmaster Inc.           | 230      |
| 53     | Computer System Sol.     | 212      | 90  | Logitech                    | 117      | 129      | Time Warner I. Group        | 141      |
| 54     | Creative Labs, Inc.      | 131      | 91  | Logitech                    | 119      | 130      | Tnax                        | 245      |
| 55     | Cyberdreams              | 121      | "   | LucasArts                   | 122-123  | 131      | Tribex Intertech Inc.       | 126      |
| 137    | Davidson                 | 185      | "   | LucasArts                   | 275      | 132      | Twin Dolphin Games          | 201      |
| 143    | Devasoft                 | 174      | 94  | Maxis Software              | 49       | 133      | Viacom                      | 113      |
| 56     | Disk-Count Software      | 219      | 95  | Megasoft Entertainment      | 183      | 134      | Viking Software             | 194-195  |
| 58     | Domark                   | 203      | 96  | Microprose Software         | 103      | "        | Michael Winterbauer         | 249      |
| 57, 70 | Domark                   | 204-205  | 97  | MicroProse Software         | 105      | 135      | Zero's and One's            | 247      |
| 59     | Dongleware Publishing    | 257      | 167 | Mindcraft                   | 115      | 165      | Zero's and One's            | 179      |
| 60     | Dongleware Publishing    | 267      | 161 | Media Vision                | 231      |          |                             |          |
| 61     | Electronic Arts          | 7        |     |                             |          |          |                             |          |

\* No Reader Service number. Please call advertiser for information



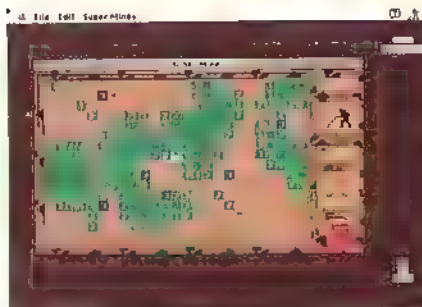
with the chance of incurred damage. Games can be played against the clock or for a set number of points or rounds. Six scenarios are included, ranging in emphasis from pure adrenaline pumping action to strategic object collection. As expected, a game like this involves more than just a quick trigger finger: strategic thinking is a must for one to succeed and become King of the Maze. Macintosh (\$64.95 single, \$99.95 network). Circle Reader Service #5.

**SUPER MINES:** "A Strategic Game of Logic and Daring," that's how Callisto describes their new offering for the Mac, a variant of the *Bomberman* games that have proliferated on many computer platforms for some time. Actually, *Super Mines* includes two game variations: *Super Mines* proper and *Mini Mines*. *Super Mines* challenges the player to safely mark all the mines on each given playfield without setting any off. The faster one completes a mine field, the higher the score. Field "promotions" also increase one's scoring potential. *Mini Mines* is a shorter version of the former game with a focus on playing against the clock for high scores. Both games offer varying difficulty levels and a built-in, on-line help system. What sets *Super Mines* apart from other *Bomberman* titles is the military theme the game is presented in, and the use of increasing ranks that affect one's score. The player's reward, beyond a high score, is to work his or her way from Private to General of the Army. A guaranteed blast for Mac gamers, *Super Mines* will keep the player guessing for a good while to come. Macintosh (\$49.95). Circle Reader Service #6.

**Capstone Software**  
Airport Corporate Center  
7200 Corporate Center Dr., Suite 500  
Miami, FL 33126  
(800) 468-7226

**HOMEY D. CLOWN:** That surly bozo from "In Living Color" is in town, and he's in no mood to entertain. He's got an appointment with a major studio for a six figure deal, and anybody that gets in his way is gonna get socked. Homey be hittin' the streets to pick up items and figure out how to get to the studio. Bad guys and muggers be tryin' to take his wallet, but do Homey lose hope? *I don't think so. Homey don't play like that!* Homey be smackin' those bad men with his sock, so he doesn't wake up in the hospital and have to start all over again. Just lead this clown around with a mouse, cause Homey don't type. He's a cute character to put in a game, and may appeal to the pre-adolescent crowd for a few minutes. But is Homey up to entertaining a real gamer out in computerland? *I don't think so. "Homey" don't play like that!* IBM (\$34.95). Circle Reader Service #7.

**SURF NINJAS:** You've seen the movie and you're now obligated to purchase every piece of merchandise associated with it: Surf Ninjas Pajamas, the Surf Ninjas lunch box, and Cap-



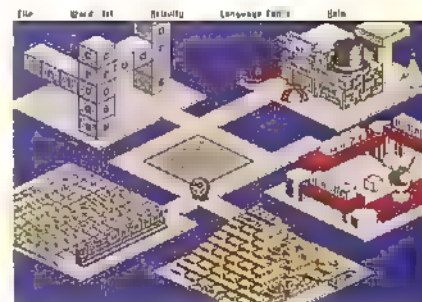
Super Mines



Homey D. Clown



Surf Ninjas



Word Attack 3



The Mystic Tarot

stone's latest software license, *Surf Ninjas* the computer game featuring side-scrolling karate action. The player steps into the shoes of Johnny McQuinn, heir to the throne of Patu-San, destined to rid his island of the evil Colonel Chi. Character movement is limited to flying kicks, regular kicks and punches. However, punching or kicking seems to make little difference when actually pummeling one's foes. There is no interface per se except for a means of picking up and dropping objects. Graphics are not bad, but the keyboard combinations for the characters' moves are perhaps this game's best puzzle. Documentation is adequate, but typically sparse. You're probably better off with the pajamas. IBM (\$34.95). Circle Reader Service #8.

**Davidson & Associates, Inc.**  
19840 Pioneer Ave.  
Torrance, CA 90503  
(800) 556-6141

**WORD ATTACK 3:** A major upgrade to their *Word Attack Plus*, Davidson's *Word Attack 3* is a strong educational title for users ages 10 to adult. However, it only has a lukewarm feel compared to similar titles when it comes to the snap and sizzle that keeps kids glued to the computer monitor. Consisting of five distinct modules, *Word Attack 3* stresses developing a strong vocabulary, drawing from over 3200 words grouped into categories and word lists based upon difficulty level and subject areas. Presentation Activity introduces users to words, definitions and sentences in a *Scrabble*-like format. Tile Game allows one to match words with their definitions while trying to beat the clock. Those who enjoy crosswords will find Crossword Puzzle challenging. Maze Game, as the name implies, sends the user through a platform-based maze seeking words to match the appropriate definitions. Finally, Hat Game, the most entertaining offering in *Word Attack 3*, features arcade-style interaction as one's character tosses hats at the correct words in a column of banners. Progress is tracked for each user. A handy built-in editor allows one to add their own customized lists, and a print function turns crossword puzzles, word search puzzles, sentence completion tests and flash cards into hardcopy. If the kids don't mind the "low impact" presentation *Word Attack 3* offers, there is much value to be gleaned from this product. IBM (\$49.95). Circle Reader Service #9.

**Empire Graphics**  
P.O. Box 964  
Union, NJ 07083  
(908) 964-7864

**THE MYSTIC TAROT:** Originally released at *The Tarot Master* for the Amiga, this program concentrates clearly and directly on all aspects of Tarot fortune telling. Users can get an animated examination of every card, both in its right side up and upside down aspects, and have their fortunes told in both the 3-card and 10-card patterns. A handy print feature allows those who have had their



## Give Your Joystick a Thrill.

In the early 21st century, staged fighting has become a lucrative profession for female hardbodies, with dozens of legal arenas in the city. But for the leanest, meanest warriors, the real money comes from the illegal bouts held outside the city. It's the hottest day of the summer and you're basking inside a dilapidated warehouse. You — and your opponent — wear the latest in MEGTECH armor. The best fighting armor in the world.

# METAL & LACE

## THE BATTLE OF THE ROBO BABES

This won't be any picnic. With the intense heat and action, you'll both end up in less than full body dress.

It's dream babes in heavy armor battling for **people's entertainment** — action packed, arcade style fun for your PC. But be warned — with its intense action and gory, gory combat, **Battle of the Robo Babes** is for mature audiences only. And not for the faint of heart. Available now in your nearest dealer or call **800-258-MEGTECH** for more information. P.O. Box 11333, Torrance, CA 90510. Visa, Mastercard, checks accepted.



System requirements: 286-20 or faster machine (386 recommended) with 640K RAM, hard disk, joystick recommended. Operating Sys.: MS DOS 3.3 or above, Windows 3.1. Graphics compatible with VGA. Sound support: Sound Blaster, Sound Blaster Pro, Thunder Board, Pro Audio Spectrum, AdLib Gold and Speed Master.

**NR-13**

This game is not for the faint-hearted. Contains violence and some material inappropriate for minors.

NOT RECOMMENDED FOR PLAYERS UNDER 13.

All companies and product names mentioned are trademarks of their respective owners.

**MEGTECH**



fortunes told to save them for future reference. IBM (\$29.95), Amiga (\$24.95). Circle Reader Service #10.

**Hi Tech Expressions**  
584 Broadway  
New York, NY 10012  
(800) 447-6543

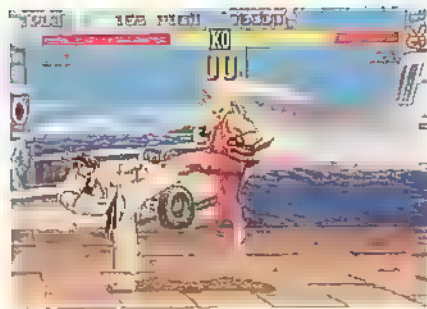
**STREET FIGHTER II:** The "bad boys" have come to town in *Capcom's Street Fighter II*. "The Baddest Brawl Of Them All." In this action title straight out of America's video arcades, players are pitted against eight of the world's toughest and wildest street fighters. Use martial arts kicks and punches, flesh-singeing flame spells and ear-piercing sonic booms to kick the silicon snot out of them. *Street Fighter II* features one and two-player modes, multiple difficulty levels, adjustable time limits, and stereo sound effects with major sound card support. Large, smoothly-animated graphics bring the action to life, but only for those with 386 or better systems. Expect the full arcade equivalent in this destructive, no-holds-barred title. IBM (\$59.95). Circle Reader Service #11.

**Impressions Software, Inc.**  
222 Third Street, Suite 0234  
Cambridge, MA 02142  
(203) 676-9002

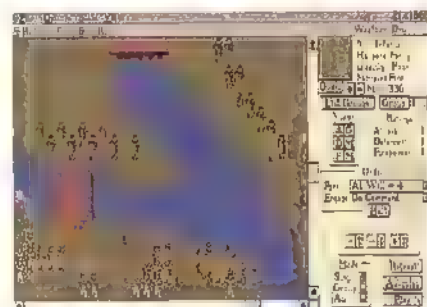
**EDWARD GRABOWSKI'S THE BLUE & THE GRAY:** We thought the American Civil War was a bloody disaster until we saw the string of recent strategic wargames on the subject. In an effort to reverse this trend of games that have, generally, disappointed wargamers, *The Blue & The Gray* gives players two games in one. Strategically, it is a turn-based, division level game of low-to-moderate complexity with weekly turns played out on a grid of 20 mile squares. The feel is akin to the popular introductory board wargame *A House Divided*. When units meet for battle, the game telescopes down to a grand tactical level where battles are fought in real time using Impressions' "micro miniatures" system. As the brigades maneuver around the randomly generated battle maps, one definitely gets the feel of animated lead figures. While the inclusion of massive, cogent documentation (including a custom written history book and, for some, a VHS video tape on the Civil War), the red flag for "historians" and "simulation" junkies will be the game's many compromises away from these aspects (for instance, there are no leadership rules). Promised expansion disks will provide modem play and additional pre-generated historical battles. IBM, Amiga (\$69.95). Circle Reader Service #12.

**MicroLeague Interactive Software**  
University Office Plaza, Bellevue Bldg.,  
Suite 201, 262 Chapman Road  
Newark, DE 19702  
(800) 334-6572

**BRIX:** Grab 'em, slide 'em, drop 'em, match 'em, stack 'em and zap 'em! Right out of the



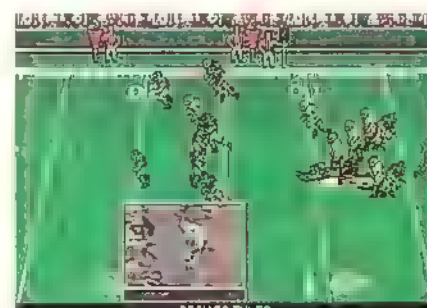
Street Fighter II



Edward Grabowski's The Blue & The Gray



Brix



The Pro Pak



Microsoft Flight Simulator 5

*Tetris*-style mold, *Brix*, produced by Epic Megagames and released through MicroLeague, offers the player an addictive game of over 200 levels of play with a devious array of mind bending puzzles to solve. Play, accordingly, is fast paced, being timed and requiring one to complete each level before the clock reaches zero. This puzzler's goal? To remove all the Brix (colored and patterned blocks) from play by eliminating them in pairs, or by removing individual Brix with the aid of laser cannons, acid pools, boiling lava and more. Though initial levels are quite easy, play difficulty escalates quickly as the puzzles increase in complexity. Colorful VGA graphics and an original music score add to *Brix*'s enjoyment. However, it's the brain teasers that make this game a real time stealer. IBM (\$34.95). Circle Reader Service #13.

**THE PRO PAK:** Sports fans who can't decide whether to slide into home with a computer baseball sim or go deep for a football title can now have both in MicroLeague's *The Pro Pak*, a combo pack featuring *MicroLeague Baseball 4* and *MicroLeague Football 2*. The baseball game places the player in charge of historical major league teams, featuring direct connection to USA Today stats, manager profile editing, righty and lefty breakdowns, seasonal and stadium factors, and an expanded 30-man roster. The football game offers fast-paced, hard-hitting pigskin action with the player as head coach, calling the offense, setting the defense, making substitutions and even controlling the weather. Both titles offer digitized film footage and digitized sound with crowd noise, 256-color VGA graphics, close-up action zoom views, season play, league and exhibition play, game box scores and summaries, programmable customization of opponents and detailed stats. IBM (\$49.95). Circle Reader Service #14.

**Microsoft Corporation**  
One Microsoft Way  
Redmond, WA 98052-6399  
(206) 882-8080

**MICROSOFT FLIGHT SIMULATOR 5:** The wild blue yonder over Redmond, WA has never been as wild or as blue as it is now with the release of *Microsoft Flight Simulator 5*. This long anticipated update of Microsoft's best-selling sim provides digital pilots with a long list of new features to enhance their flights of fancy. Among the new features are: a new latitude and longitude system to help users locate destinations and current location; a "Land Me" feature that enables inexperienced pilots to complete their flights without landing nose-first; and more realistic sound effects and scenery (which expands in detail as approached by the aircraft). Additionally, the weather system has been replaced with a more user-friendly and controllable version. Basically, the whole shebang has been spruced up to provide a more realistic and attractive flight environment. Photo-realistic instrument pan-



# ON TARGET



Don't go unarmed to the software store. For more than 12 years, *Computer Gaming World* has provided game hunters with the best information in the field. *CGW* is the magazine for gamers who want *more* than quick overviews of the latest games.

We're loaded with the most complete reviews, new strategies, and the best hints for the discerning hunter

Take aim now with *Computer Gaming World* and save almost \$20 off the newsstand price.

Only \$28 per year (12 issues).

Lock and load with your Visa or MasterCard and call



## 1-800-827-4450



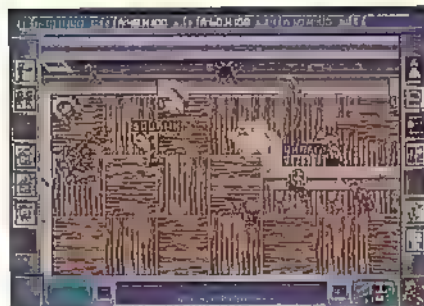
els (digitized from actual aircraft instrument panels) and realistic time-of-day effects have been added, as well. From flying the friendly skies in a Cessna Skylane to a Learjet to a sailplane, *Flight Simulator 5* offers something for most airborne gamers. IBM (\$64.95). Circle Reader Service #15.

**Mindcraft**  
2291 205th St., Suite 201  
Torrance, CA 90501  
(310) 320-5215

**STRIKE SQUAD:** Walking into a bar in the year 2208 with four heavily armed and armored mercenaries is sure to liven things up. Instantly the mercs under the player's control open fire at everything that moves with laser blasters, rockets and a few well-lobbed grenades. Assassins, drunks and space villains the likes of which haven't been seen since the spaceport at Mos Eisley return fire, but soon lie in crumpled piles with bloody pools about their midst. The mercs search the bodies and room for guns and goodies, then move on in their quest to combat the evil insectoids that have zapped the home planet (presumably as revenge for the bug zapper). There are 30 unique mercs under one's command in this arcade/role-playing/space quest adventure which unfolds in many missions on a number of worlds. *Strike Squad* uses the same engine, interface and 3-D scrolling perspective as *Tegel's Mercenaries*, but players may choose real-time or turn-based combat. Two-player game play, digitized sounds and humorous quips between mercenaries help draw commanders into the fray. IBM (\$59.95). Circle Reader Service #16.

**Novastar Game Company**  
P.O. Box 1813  
Rocklin, CA 95677  
(916) 624-7113

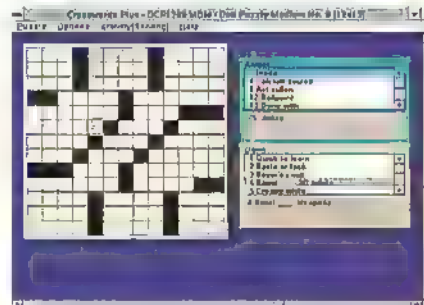
**BATTLES OF NAPOLEON SCENARIO PACK:** Although SSI's classic wargame *Battles of Napoleon* is long out of print, players keep returning to it like Napoleon from Elba. The game combined a grand tactical miniatures battle engine with scenario building tools, so it's no wonder that more and more of Napoleon's battles found their way into computer code. There are five scenario disks available to supplement this lost classic: Disk 1 features the battles of Austerlitz, Marengo, Dedoubt, Urtica and Maida; Disk 2 has a Bridge Battle, New Orleans, Medellin, Albuera and Santon; Disk 3 presents Camden, Hobkirk, Guilford, Cowpens, Eutaw Springs and King's Mountain; while Disk 4 has a Hill battle, Eylau, Wagram, Leipzig I, Smolensk, Plancenoit, Waterloo II and Bladensburg; and, finally, Disk 5 has Ligny, Vimiero, Village, Retreat, Leipzig II, Podubno, Quatre Bras II and Aspern-Essling. All disks are available for IBM, while disks 1-3 are also available for Apple II and C-64 machines (remember those?). Each disk is \$10 when sold separately or \$45 for the complete set of five. Circle Reader Service #17.



Strike Squad



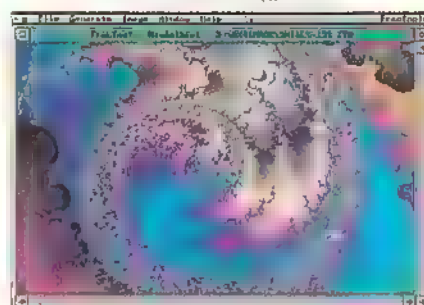
Battles of Napoleon Scenario Pack



Crosswords Plus for Windows



F-15 Strike Eagle III  
The Official Strategy Guide



Fractools III

**Parsons Technology**  
One Parsons Drive  
Hiawatha, IA 52233-0100  
(800) 223-6925

**CROSSWORDS PLUS FOR WINDOWS:** Hmm... let's see, "11 Across. Whole..." It has eight letters and starts with a "C." [Answer: "complete"] And that's the perfect word for *Crosswords Plus for Windows*. Not only does it include 100 pre-fab puzzles, it also provides tools for creating one's own! The included puzzles are broken down into categories by size and difficulty, and features include sound clues, incorrect letter placement highlighting, and optional font and color choices. Using a passable Windows interface, scores are earned and partially complete puzzles can be saved for later. The beauty of this package lies in putting the power in the user's hands. Creating crossword puzzles is even more challenging than solving them, and instructors will love making themes of their own to stress vocabulary and spelling. An excellent value! IBM for Windows (\$19.00). Circle Reader Service #18.

**Prima Publishing**  
PO Box 1260BK  
Rocklin, CA 95677  
(916) 786-0426

**F-15 STRIKE EAGLE III: THE OFFICIAL STRATEGY GUIDE:** The newest addition to Prima Publishing's *Secrets of the Games Series*, *F-15 Strike Eagle III: The Official Strategy Guide* by Lawrence T. Russell (former intelligence analyst for the U.S. Army) has just taxied onto the runway. The book offers assistance in basic flight training, air-to-air and air-to-ground combat, multi-player missions and individual campaign missions. Special tactics are also provided for dealing with the enemy and for career progression. In addition, this strategy guide is amply illustrated with game screen shots, flight model illustrations and actual photographs. Pilots desiring assistance in gaining the most power and speed from their F-15, increasing their weapons accuracy, and learning how to maneuver with the best should check out this official strategy guide. It even includes a bonus disk with the latest update files for *F-15 Strike Eagle III* and all new historical missions based on the U.S. air strike on Iraq in 1993. IBM disk included (\$24.95). Circle Reader Service #19.

**Quanta Press, Inc.**  
1313 Fifth Street SE, Suite 223A  
Minneapolis, MN 55414  
(612) 379-3956

**FRACTOOLS III:** The latest iteration of Bourbaki's fractal graphics system comes on a CD-ROM laden with 590 fractal images for use with slide shows, screen savers, kaleidoscopes and miscellaneous graphical mayhem. Beyond the CD ROM additions, the new version of the software supports several new graphics modes (up to 1024 x 768 x 256),



# Kings Ransom



**The evil approaches.  
The future of the kingdom is bleak.  
The people are begging for a miracle.**

The kingdom has turned to you to stop the evil Lukhan from seeking revenge in his crusade to ravage the land.

Battle over 40 different types of creatures with your choice of weapons and armor. Travel to six cities and visit over 150 locations including the mysterious forest of Zur, the twisted Mazes of Kheas and the Crypt of the Lost Soul. Your quest will ultimately take you to the Mountain of Kandor to battle the vengeful Lukhan in the final struggle.

The King's Ransom awaits you, valiant warrior... take the ultimate adventure and wear your bravery with pride!

Imagine:

- 2500 frames of animation, 500 different characters to interact with
- Travel to cities, dungeons, temples, shops, armors and more
- Countless unpredictable scenarios and excellent graphics
- Stunning movie-like soundtrack with sound effects and speech
- Hundreds of hours of adventure gaming



**ReadySoft Incorporated**  
30 Wertheim Court, Suite 2  
Richmond Hill, Ontario, Canada L4B 1B9  
Tel: (416) 721-4175 Fax: (416) 764-8887

King's Ransom is a trademark of ReadySoft Incorporated — ©1993 ReadySoft Incorporated

Circle Reader Service #114



VESA drivers, and S3 Windows accelerator cards. IBM with CD-ROM (\$79.95). Circle Reader Service #20.

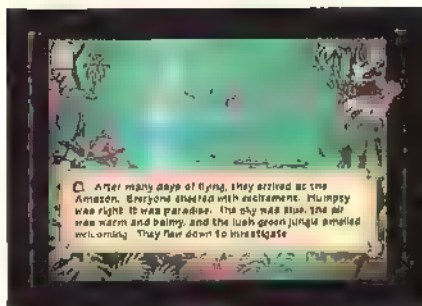
**Sanctuary Woods**  
1875 South Grant St.  
San Mateo, CA 94402  
(415) 578-6340

**SHELLEY DUVALL'S IT'S A BIRD'S LIFE:** The first in a new edutainment series from Sanctuary Woods called I-rales is *Shelley Duvall's It's a Bird's Life*, an interactive "story" for children ages 3 and up. Written and narrated by Shelly Duvall, this title features a cast of lovable parrots on a journey from Los Angeles to the rain forests of the Amazon and back. Children are involved in the adventure through a variety of interactive situations as they accompany their parrot friends, Pearl, Humpty, Mowgli, Scarlet, Austin, Connie, Gorby and George. Subjects include geography, ecology, meteorology and ornithology. An easy-to-use, mouse-driven interface takes explorers through this 60 page digital "book." Click on flowers to watch them bloom, on berries to do a jigsaw puzzle, on butterflies to see them fly, and on red words for pronunciation and definitions. In addition, one will find 11 original songs, 400 word definitions and 19 activities such as a shell game, a coloring book, connect-the-dots and jigsaw puzzles. IBM with Windows and CD-ROM, Macintosh with CD-ROM (\$59.95). Circle Reader Service #21.

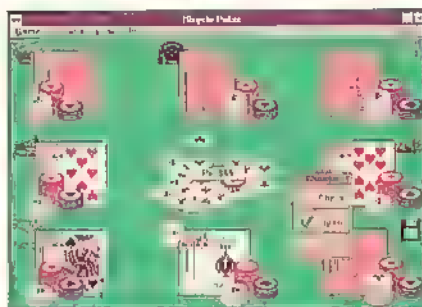
**Swfte International, Ltd.**  
Stone Mill Office Park  
724 Yorklyn Rd.  
Hockessin, DE 19707-8701  
(302) 234-1740

**BICYCLE LIMITED EDITION:** The battle of the *Windows* card games continues, and Swfte brings in the big guns with the most well-known name in playing cards. The Solitaire game that comes with *Windows* is no match for *Bicycle's* collection of 52 popular Solitaire variants. The Bicycle system also has a handy Help system and a statistical database that tracks your Solitaire success over time. Gambling types might sit down at the table with the *Bicycle 5-card draw* and stud poker game. While not the savviest poker dealer, it does allow the user to customize the game by determining wild-cards, betting limits, and by choosing among seven computer-opponent personalities. The Cribbage and Bridge games are decent, no-frill programs that will serve for a rainy day. While each of the four games has been done better by other companies, you'd have to do some creative shuffling to beat the excellent price-to-quality ratio offered in this collection. IBM with *Windows* (\$49.95). Circle Reader Service #22.

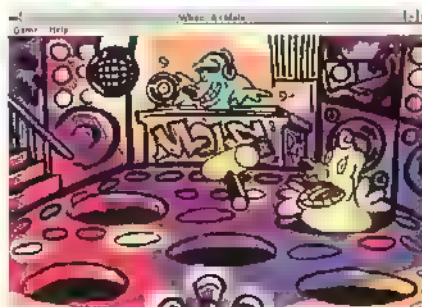
**WHAC-A-MOLE:** *Windows* users looking for a quick and dirty way to blow off steam may find the answer to their need by senselessly pounding some defenseless rodents in *Whac-A-Mole*, a little game of malevolent,



Shelley Duvall's It's a Bird's Life



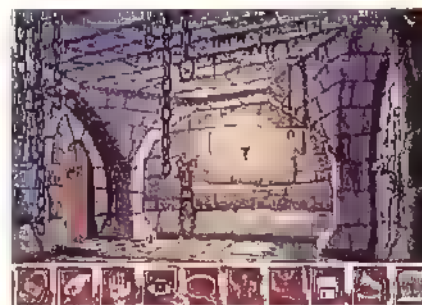
Bicycle Limited Edition



Whac-A-Mole



Rosemary West's House of Fortunes



Curse of Enchantia CD

maniacal and meaningless mole mashing. The goal is simple: pick up an enormous hammer and slam it down on the skulls of tiny moles. Not as gruesome as might be expected, *Whac-A-Mole* brings a carnival classic from amusement parks across the country to the *Windows* desktop in a cartoonish presentation. No blood, no guts. Just flattened heads, bulging eyes and a medley of Oooffs!, Ouches! and Thuds! Whack enough moles and one advances to the next level. Sound effects and music are audibly polished, employing real-time sound mixing. Though *Whac-A-Mole* will be appreciated most by younger players, it can provide some welcome relief at the office, too. Now, if we could only replace the moles with digitized photos of the CGW staff.... IBM with *Windows* (\$39.95). Circle Reader Service #23.

**Villa Crespo Software, Inc.**  
1725 McGovern Street  
Highland Park, IL 60035  
(708) 433-0500

**ROSEMARY WEST'S HOUSE OF FORTUNES:** This is the latest in Villa Crespo's "Celebrity" software line. Rosemary West, L.A.'s fortune teller to the stars, is recognized as an expert on computerization of fortune telling. The program she helped create uses five different ways to prognosticate one's future. Featured are such fortune telling methods as Astrology, Numerology, I Ching, Tarot Cards and a fascinating Crystal Ball. After typing in one's name and birthday, the computer keeps track of past sessions, sends special date reminders, and allows for mystical interpretations of the past and future. Entertaining (and less vague than most fortunes one reads), *Rosemary West's House of Fortunes*, we predict, will have a long lifeline. IBM (\$49.95). Circle Reader Service #24.

**Virgin Interactive Entertainment**  
18061 Fitch Avenue  
Irvine, CA 92714-9841  
(800) VRGIN07

**CURSE OF ENCHANTIA CD:** Developed by Core Design Limited for Virgin, *Curse of Enchantia* offers the gamer a Sierra-like adventure puzzler that is actually more of a multi-screen puzzle game than a traditional animated adventure. Featuring an icon-based interface similar to Sierra's, this title, distributed on CD-ROM, draws the player's character (a young lad named Brad from the mortal world) into a land cursed by a powerful and malevolent witch who is intent upon employing him as an ingredient in a special restorative potion. Thus, the player's quest is to escape from this perilous land and return home safely without becoming an elixir of youth in the process. Though the interface is a bit clumsy, gamers with a strong penchant for puzzles should find it entertaining. IBM with CD-ROM (\$42.99). Circle Reader Service #25.



# MASTER OF ORION

## The Experts All Agree!

Impress your friends with the lights and mixed up rule-variants to make it a battle game of the century. It's never well-known, but it's a very clever exercise.

— *Computer Gaming World*

It's a game that's the best of the best. It's a game of exploration, exploration, and strategy will keep you playing for a long time to come.

— *PC Entertainment*

A game that will not quickly become shelfware. The combinations make for an amazing number of different challenges.

— *Strategy Plus*

A perfect mix of diplomacy, war, technology, and economic mastery. It will keep dedicated gamers at their computers for days on end.

— *Computer Game Review*

A masterpiece in the classic Master of Orion game style.

Simply put, the most enjoyable game to see along since MicroProse did Civilization.

— *Computer*

I've never seen a game growing so many ways. I haven't seen since Civilization, and I like it better than Civ in a lot of ways.

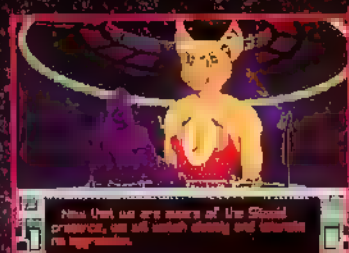
— *Alan Emrich, author of the book, Sid Meier's Civilization, or Rome on 640K a Day*

"People who haven't bought it yet: Buy it. Buy caffeine. Damn, this thing is addicting!"

— *David Weinstein*

"This game has so much complexity hidden in an easy to use format that it is surprising. It may very well replace Civilization as my favorite game."

— *Marvin R. Lamb*



**MICRO PROSE**  
ENTERTAINMENT SOFTWARE  
**SERIOUSLY FUN SOFTWARE**

© 1993 MicroProse Software, Inc. ALL RIGHTS RESERVED.

Circle Reader Service #60



**DUNE CD:** Based upon the original PC release, *Dune CD* takes the computerized version of Frank Herbert's epic novel and David Lynch's cult film of sand, spice, and expanded consciousness to new heights. The music and digitized sounds employed in this enhanced product have been remastered to take full advantage of the CD-ROM format, adding to the surreal atmosphere emanating from the computer adaptation. Full-screen video footage from the film has also been incorporated into *Dune* allowing live actors to visually and audibly move the storyline along. The result is a greater suspension of disbelief and a more enjoyable playing experience. Those who enjoy games of strategy and intrigue, and who have not yet played *Dune*, would do well to consider this "spiced up" version of Virgin's tactical adventure. IBM with CD-ROM (\$99.99). Circle Reader Service #26.



Dune CD



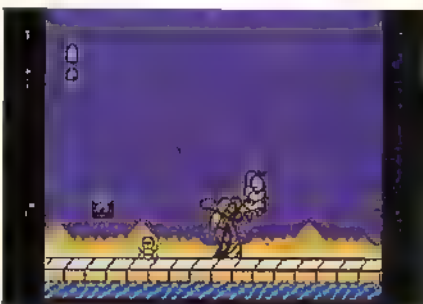
The Legend of Kyrandia CD



Virtual Reality Creations



Walkthroughs And Flybys CD



Bible Adventures

intimate with several pre-created worlds. Also included is a "Fresnel viewer"—a pair of cardboard goggles with Fresnel lenses. The viewer is placed against the screen and the user peers through it to get a decent stereoscopic (3D vision) effect. Serious hacks will delight in the appendices that cover refitting Nintendo PowerGlove and SEGA goggles for PC use, an introduction to linear algebra and other mathematics with specific application to 3D computer graphics, and a detailed discussion of stereoscopies. If you're a VR dilettante who wants to get serious with the hobby, here's the next step. IBM (\$34.95). Circle Reader Service #28.

**WALKTHROUGHS AND FLYBYS CD:** Containing over 500 megabytes of animated presentations and accompanied by a 148-page manual, this book/CD combination introduces multimedia hopefuls and those interested in computer graphics to a wide array of ray-traced images, virtual reality demos and a vast assortment of special effects. Also included are the tips and tricks employed by many of the creators of these graphic demonstrations to assist those just entering the multimedia waters. In fact, 40 of the world's best computer animators guide one through a 3D sight and Sound Blaster audio tour of virtual homes and buildings, animated brochures, interactive educational flicks, missile and chopper rides, electrified chess matches, and even a digital spinal exam. Designed as an instructional tool and idea resource, *Walkthroughs and Flybys CD* provides an interesting look at the world of computer animated graphics. IBM with CD-ROM (\$29.95). Circle Reader Service #29.

**Wisdom Tree**  
2700 E. Imperial Hwy., Bldg. A  
Brea, CA 92621  
(800) 772-4253

**BIBLE ADVENTURES:** Biblical heroes are featured characters in Wisdom Tree's latest Bible-based game, *Bible Adventures*. The first of three games in this package is *Noah's Ark*, the object being to gather two of each animal and deposit them safely in the Ark. Numerous woods, forests, caverns and mountains must be searched in order to fulfill the needed quota of wildlife. *Save Baby Moses* requires the player to protect the young Hebrew toddler from Pharaoh's soldiers and numerous obstacles blocking the way to safety. Third on the list is *David and Goliath*. As a young shepherd, David must round up scattered sheep and defend the family's flock. Once David has proved his abilities against wild beasts, Goliath and his shield bearer must be faced. All three titles look and play like straight Nintendo conversions. However, the stress is as much upon teaching biblical knowledge as it is on providing entertainment. Designed for ages 4 and up. IBM (\$39.95). Circle Reader Service #30. **CEW**

**THE LEGEND OF KYRANDIA CD:** For many centuries, all was peaceful in Kyrandia. The pact made between the residents of Kyrandia and the Natural kingdom provided for the mutual care and protection of both parties. Then the evil, maniacal Malcolm, once court jester and friend to the king, seized control of the Kyragem, a source of great magical power, and killed the king and queen. Though Kallac, Chief of the Royal Mystics, overpowered Malcolm and magically sealed him within the walls of the royal castle, time and weakening magic has resulted in the failure of that seal and Malcolm's escape. The goal, then, for the player in Westwood Studio's latest conversion to CD-ROM is to defeat Malcolm and restore peace to Kyrandia. The addition of digitized voices in *The Legend of Kyrandia CD* helps bring the world of Kyrandia to life for the player. Although this animated adventure is of the light duty variety, it is still an enjoyable, playable and highly entertaining game, and a graphical and musical delight. IBM with CD-ROM (\$74.99). Circle Reader Service #27.

**Waite Group Press**  
200 Tamal Plaza  
Corte Madera, CA 94925  
(800) 368-9369

**VIRTUAL REALITY CREATIONS:** The Waite Group Press has begun to make a name for itself with its book series covering the conceptual and technological fringes of computer culture. The latest in their line of "books with disks" covers the topic of Virtual Reality, and does so more thoroughly and accessibly than any other book we've seen. The book starts off with a comprehensive listing of current hardware and software available to the common reality hacker. It continues by introducing VR-heads to two heavyweight world building tools, VREAM and Superscape VRT, and then a more complete tutorial of REND386, a freeware version of which is included with the book. With REND386 and a mouse, keyboard or joystick, users can get

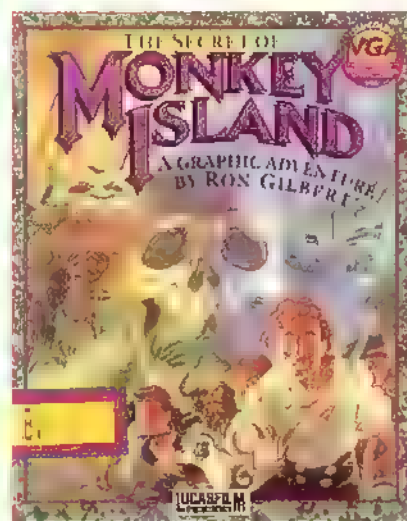
# COMPUTER GAMING WORLD HALL OF FAME

The games in *Computer Gaming World's* Hall of Fame have been highly rated by our readers over time. They have been rated for their impact on the computer gaming hobby during their peak period of influence and acceptance by our readership. Note that the dates listed for each game are the copyright dates and may precede the actual release dates. Specific formats listed are those which *CGW* has in its possession.

- The Bard's Tale* (Electronic Arts, 1985)  
Many Formats
- Chessmaster* (The Software Toolworks, 1986)  
Many Formats
- Civilization* (MicroProse, Inc., 1991)  
Amiga, IBM, Macintosh
- Dungeon Master* (FTL Software, 1987)  
Amiga, Atari ST, IBM
- Earl Weaver Baseball* (Electronic Arts, 1986)  
Amiga, IBM, Macintosh
- Empire* (Interstel, 1978)  
Amiga, Atari ST, C-64, IBM
- F-19 Stealth Fighter* (MicroProse, Inc., 1988)  
IBM
- Gettysburg: The Turning Point* (Strategic Simulations, Inc., 1986)  
Amiga, Apple, C-64, IBM
- Gunship* (MicroProse, Inc., 1989)  
Amiga, C-64, IBM
- Harpoon* (Three-Sixty Pacific, 1989)  
Amiga, IBM, Macintosh
- Kampfgruppe* (Strategic Simulations, Inc., 1985)  
Many Formats
- King's Quest V* (Sierra On-Line, Inc., 1990)  
Amiga, IBM, Macintosh
- M-1 Tank Platoon* (MicroProse, Inc., 1989)  
Amiga, IBM
- Mech Brigade* (Strategic Simulations, Inc., 1985)  
Many Formats
- Might & Magic* (New World Computing, 1986)  
Amiga, Apple, C-64, IBM, Macintosh
- M.U.L.E.* (Electronic Arts, 1983)  
Atari 8-bit, C-64
- Pirates* (MicroProse, Inc., 1987)  
Many Formats
- Railroad Tycoon* (MicroProse, Inc., 1990)  
Amiga, IBM, Macintosh
- Red Baron* (Dynamix 1990)  
Amiga, IBM, Macintosh
- SimCity* (Maxis, 1987)  
Many Formats
- Starflight* (Electronic Arts, 1986)  
Amiga, C-64, IBM, Mac, Sega
- Their Finest Hour* (LucasArts Entertainment Company, 1989)  
Amiga, Atari ST, IBM
- Ultima III* (Origin Systems, Inc., 1983)  
Amiga, Apple, Atari ST, C-64, IBM
- Ultima IV* (Origin Systems, Inc., 1985)  
Amiga, Apple, Atari ST, IBM
- Ultima VI* (Origin Systems, Inc., 1990)  
C64, IBM
- War in Russia* (Strategic Simulations, Inc., 1984)  
Apple
- Wasteland* (Interplay Productions, Inc., 1986)  
Apple, C-64, IBM
- Wing Commander* (Origin Systems, Inc., 1991)  
Amiga, IBM, Sega
- Wizardry* (Sir-Tech Software, 1981)  
Many Formats
- Zork* (Infocom, 1981)  
Many Formats

## Induction Ceremony!

**The Secret of  
Monkey Island**  
LucasArts, 1990  
Many Formats



The real secret to *The Secret of Monkey Island* is humor. There is humor in the text, humor in the animation, humor in the music and humor in the plot. Who can ever forget the hilarious wordplay used in the swordfighting sequences, the non-sexist nature of the game's conclusion, the controversial instruction to insert Disk Number 256 (too many people believed that there really *was* such a disk), and the hilarious animation for the grog machine sequence? Further the play balance in the game is perfect. Designer Ron Gilbert has a marvelous way of letting the player know what has to be accomplished in order to move to the next story segment and prodding the player along with clues that function as cues. In a very real sense, the *Monkey Island* series marked the SCUMM system's (LucasArts' proprietary software tools for graphic adventures) coming of age.



## Top Adventure Games

| GAME                                 | COMPANY         | SCORE |
|--------------------------------------|-----------------|-------|
| 1 Day of the Tentacle                | LucasArts       | 10.20 |
| 2 Monkey Island 2: LeChuck's Revenge | LucasArts       | 9.91  |
| 3 Indiana Jones: Fate of Atlantis    | LucasArts       | 9.80  |
| 4 Quest for Glory III                | Sierra          | 9.56  |
| 5 Sherlock Holmes CD                 | ICOM            | 9.55  |
| 6 The Seventh Guest                  | Virgin          | 9.53  |
| 7 Star Control II                    | Accolade        | 9.40  |
| 8 Les Mani in: Lost in L.A.          | Accolade        | 9.28  |
| 9 Lost Files of Sherlock Holmes      | Electronic Arts | 9.20  |
| 10 King's Quest VI: Heir Today       | Sierra          | 9.14  |

## Top Role Playing Games

| GAME                                | COMPANY   | SCORE |
|-------------------------------------|-----------|-------|
| 1 Ultima Underworld                 | Origin    | 10.29 |
| 2 Betrayal at Krondor               | Dynamix   | 10.02 |
| 3 Lands of Lore                     | Virgin    | 9.90  |
| 4 Might & Magic: Darkside of Xeen   | Origin    | 9.62  |
| 5 Ultima Underworld II              | Origin    | 9.46  |
| 6 Eye of the Beholder II            | SSI       | 9.42  |
| 7 Might & Magic: III                | Origin    | 9.41  |
| 8 Ultima VII                        | Origin    | 9.34  |
| 9 Might & Magic: Clouds of Xeen     | New World | 9.34  |
| 10 Wizardry VI: Crusaders of Savant | Sir-Tech  | 9.25  |

## Top Simulation Games

| GAME                              | COMPANY           | SCORE |
|-----------------------------------|-------------------|-------|
| 1 X-Wing                          | LucasArts         | 9.89  |
| 2 World Circuit                   | MicroProse        | 9.81  |
| 3 Falcon 3.0                      | Spectrum Holobyte | 9.59  |
| 4 Aces of the Pacific             | Dynamix           | 9.42  |
| 5 Comanche: Maximum Overkill      | NovaLogic         | 9.39  |
| 6 Secret Weapons of the Luftwaffe | LucasArts         | 9.19  |
| 7 MG-28                           | Spectrum Holobyte | 9.15  |
| 8 Red Storm Rising                | MicroProse        | 9.04  |
| 9 Start Island                    | Dynegy            | 9.04  |
| 10 Silent Service I               | MicroProse        | 9.03  |

## Top Strategy Games

| GAME                           | COMPANY            | SCORE |
|--------------------------------|--------------------|-------|
| 1 Solitaire's Journey          | QQP                | 9.97  |
| 2 Dune II                      | Virgin             | 9.88  |
| 3 Syndicate                    | Electronic Arts    | 9.51  |
| 4 Chessmaster 3000             | Software Toolworks | 9.32  |
| 5 Hong Kong Mahjong Pro        | Electronic Arts    | 9.13  |
| 6 The Lost Admiral             | QQP                | 9.05  |
| 7 The Incredible Machine       | Dynamix            | 8.89  |
| 8 Mech Warrior                 | Activision         | 8.84  |
| 9 The Island of Dr. Brain      | Sierra             | 8.91  |
| 10 Hayle Book of Games, Vol. 3 | Sierra             | 8.78  |

## Reader Poll #111

# Top 100 Games

| Game                                 | Company             | Type  | Score |
|--------------------------------------|---------------------|-------|-------|
| 1 Links 386 Pro                      | Access              | SP    | 10.45 |
| 2 Ultima Underworld                  | Origin              | RP    | 10.29 |
| 3 Warlords I                         | SSG                 | WG    | 10.21 |
| 4 Day of the Tentacle                | LucasArts           | AD    | 10.20 |
| 5 Wing Commander I                   | Origin              | AC    | 10.06 |
| 6 Betrayal at Krondor                | Dynamix             | RP    | 10.02 |
| 7 Solitaire's Journey                | QQP                 | ST    | 9.97  |
| 8 V for Victory: Veikye Luki         | Three-Sixty Pacific | WG    | 9.93  |
| 9 Monkey Is and 2: LeChuck's Revenge | LucasArts           | AD    | 9.91  |
| 10 Lands of Lore                     | Virgin              | RP    | 9.90  |
| 11 X-Wing                            | LucasArts           | SI    | 9.89  |
| 12 Dune II                           | Virgin              | ST    | 9.88  |
| 13 Front Page Sports Football        | Dynamix             | SP    | 9.84  |
| 14 World Circuit                     | MicroProse          | SI    | 9.81  |
| 15 Indiana Jones: Fate of Atlantis   | LucasArts           | AD    | 9.80  |
| 16 The Perfect General               | QQP                 | WG    | 9.75  |
| 17 Conquered Kingdoms                | QQP                 | WG,ST | 9.71  |
| 18 Carriers at War Construction Kit  | SSG                 | WG    | 9.67  |
| 19 V for Victory: Ulah Beach         | Three-Sixty Pacific | WG    | 9.63  |
| 20 Might & Magic: Darkside of Xeen   | New World Computing | RP    | 9.62  |
| 21 Falcon 3.0                        | Spectrum Holobyte   | SI    | 9.59  |
| 22 V for Victory: Market Garden      | Three-Sixty Pacific | WG    | 9.58  |
| 23 Wolfenstein 3-D                   | Id Software         | AC    | 9.58  |
| 24 Quest for Glory III               | Sierra              | AD,RP | 9.56  |
| 25 Sherlock Holmes CD                | ICOM                | AD    | 9.55  |
| 26 The Seventh Guest                 | Virgin              | AD    | 9.53  |
| 27 Syndicate                         | Electronic Arts     | ST,AC | 9.51  |
| 28 Links                             | Access              | SP    | 9.47  |
| 29 Ultima Underworld II              | Origin              | RP    | 9.46  |
| 30 Warriors                          | SSG                 | WG,ST | 9.43  |
| 31 Eye of the Beholder II            | SSI                 | RP    | 9.42  |
| 32 Aces of the Pacific               | Dynamix             | SI    | 9.42  |
| 33 Might & Magic III                 | New World Computing | RP    | 9.41  |
| 34 Star Control II                   | Accolade            | AD,AC | 9.40  |
| 35 Comanche: Maximum Overkill        | NovaLogic           | SI    | 9.39  |
| 36 Hardball III                      | Accolade            | SP    | 9.37  |
| 37 Pacific War                       | SSI                 | WG    | 9.34  |
| 38 Might & Magic: Clouds of Xeen     | New World           | RP    | 9.34  |
| 39 Ultima VII                        | Origin              | RP    | 9.34  |
| 40 Chessmaster 3000                  | Software Toolworks  | ST    | 9.32  |
| 41 Les Mani in: Lost in L.A.         | Accolade            | AD    | 9.28  |
| 42 Jack Nicklaus Signature Golf      | Accolade            | SP    | 9.27  |
| 43 Wizardry VII: Crusaders of Savant | Sir-Tech            | RP    | 9.25  |
| 44 Lemmings                          | Psychonosis         | AC,ST | 9.21  |
| 45 Lost Files of Sherlock Holmes     | Electronic Arts     | AD    | 9.20  |
| 46 Secret Weapons of the Luftwaffe   | LucasArts           | SI    | 9.19  |
| 47 Second Front                      | SSI                 | WG    | 9.17  |
| 48 MG-28                             | Spectrum Holobyte   | S     | 9.16  |
| 49 Tetris Classic                    | Spectrum Holobyte   | AC    | 9.14  |
| King's Quest VI: Heir Today...       | Sierra              | AD    | 9.14  |

## Top Wargames

|    | GAME                           | COMPANY             | SCORE |
|----|--------------------------------|---------------------|-------|
| 1  | Warlords II                    | SSG                 | 10.21 |
| 2  | V for Victory                  | Veikkye Ltd         | 9.93  |
| 3  | The Perfect Genera             | QQP                 | 9.75  |
| 4  | Conquered Kingdoms             | QQP                 | 9.71  |
| 5  | Camars at War Construction Kit | SSG                 | 9.67  |
| 6  | V for Victory Utah Beach       | Three-Sixty Pacific | 9.63  |
| 7  | V for Victory Market Garden    | Three-Sixty Pacific | 9.58  |
| 8  | Warlords                       | SSG                 | 9.43  |
| 9  | Pacific War                    | SS                  | 9.34  |
| 10 | Second Front                   | SS                  | 9.17  |

## Top Action Games

|    | GAME                   | COMPANY           | SCORE |
|----|------------------------|-------------------|-------|
| 1  | Wing Commander         | Origin            | 10.06 |
| 2  | Wolfenstein 3-D        | id Software       | 9.58  |
| 3  | Lemmings               | Psychosis         | 9.21  |
| 4  | Tetris Classic         | Spectrum Holobyte | 9.14  |
| 5  | Oh, No! More Lemmings  | Psychosis         | 8.92  |
| 6  | Flashback              | SSI               | 8.65  |
| 7  | Prince of Persia 2     | Broderbund        | 8.59  |
| 8  | Out of this World      | Interplay         | 8.57  |
| 9  | Lemmings 2: The Tribes | Psychosis         | 8.35  |
| 10 | Spectre                | Velocity          | 8.02  |

## Top Sports Games

|    | GAME                         | COMPANY         | SCORE |
|----|------------------------------|-----------------|-------|
| 1  | Links 386 Pro                | Access          | 10.45 |
| 2  | Front Page Sports Football   | Dynamix         | 9.84  |
| 3  | Links                        | Access          | 9.47  |
| 4  | Hardball II                  | Accolade        | 9.37  |
| 5  | Jack Nicklaus Signature Golf | Accolade        | 9.27  |
| 6  | Tony La Russa Baseball II    | SSI             | 8.88  |
| 7  | NFL Pro League Football      | Micro Sports    | 8.54  |
| 8  | The Games' Winter Challenge  | Accolade        | 8.50  |
| 9  | PGA Tour Golf                | Electronic Arts | 8.49  |
| 10 | 4-D Boxing                   | Electronic Arts | 8.37  |

Poll is based on reader survey cards in each issue of CGW and published two issues subsequent. Data on more than 100 games is archived and top ten lists may contain games which scored below the Top 100 cutoff.

|    |                                      |                     |      |
|----|--------------------------------------|---------------------|------|
| 51 | Hong Kong Mahjong Pro                | Electronic Arts     | 9.13 |
| 52 | The Castle of Dr. Brain              | Sierra              | 9.11 |
| 53 | Eye of the Beholder                  | SSI                 | 9.10 |
| 54 | The Dagger of Amon Ra                | Sierra              | 9.09 |
| 56 | Conflict: Korea                      | SSI                 | 9.08 |
| 57 | Ultima VII Part Two: Serpent Isle    | Origin              | 9.07 |
| 58 | Empire Deluxe                        | New World           | 9.05 |
| 59 | Bane of the Cosmic Forge             | Sir-Tech            | 9.05 |
| 60 | Quest for Glory I (VGA)              | Sierra              | 9.05 |
| 61 | The Lost Admiral                     | QQP                 | 9.05 |
| 62 | Stunt Island                         | Disney              | 9.04 |
| 63 | Red Storm Rising                     | MicroProse          | 9.04 |
| 64 | Enc the Unready                      | Legend              | 9.04 |
| 65 | Conquests of the Longbow             | Sierra              | 9.04 |
| 66 | Silent Service II                    | MicroProse          | 9.03 |
| 67 | Quest for Glory II                   | Sierra              | 9.02 |
| 68 | Gunship 2000                         | MicroProse          | 9.02 |
| 69 | Police Quest 3                       | Sierra              | 9.01 |
| 70 | Freddy Pharkas Frontier Pharmacist   | Sierra              | 9.01 |
| 71 | Ultima V                             | Origin              | 9.00 |
| 72 | Battles of Destiny                   | QQP                 | 9.00 |
| 73 | Space Quest IV                       | WG ST               | 8.98 |
| 74 | The Incredible Machine               | Sierra              | 8.98 |
| 75 | Western Front                        | Dynamix             | 8.98 |
| 76 | High Command                         | SSI                 | 8.98 |
| 77 | Carriers at War                      | Three-Sixty Pacific | 8.97 |
| 78 | The Adventures of Willy Beamish      | SSG                 | 8.96 |
| 79 | Alone in the Dark                    | Dynamix             | 8.96 |
| 80 | Chuck Yeager's Air Combat            | I-Motion            | 8.95 |
| 81 | Mech Warrior                         | AD                  | 8.94 |
| 82 | Clash of Steel                       | Electronic Arts     | 8.94 |
| 83 | F-117A                               | Activision          | 8.93 |
| 84 | Oh, No! More Lemmings                | SSI                 | 8.92 |
| 85 | The Island of Dr. Brain              | MicroProse          | 8.92 |
| 86 | Tony La Russa Baseball II            | Psychosis           | 8.91 |
| 87 | Rise of the Dragon                   | Sierra              | 8.89 |
| 88 | Martian Memorandum                   | SSI                 | 8.89 |
| 89 | F-15 Strike Eagle III                | Dynamix             | 8.89 |
| 90 | Indiana Jones and the Temple of Doom | Access              | 8.88 |
| 91 | Elvira                               | MicroProse          | 8.88 |
| 92 | Command HQ                           | Electronic Arts     | 8.83 |
| 93 | Spellcasting 301: Spring Break       | Accolade            | 8.82 |
| 94 | Rex Nebular                          | RP                  | 8.81 |
| 95 | Gateway to the Savage Frontier       | MicroPlay           | 8.81 |
| 96 | Populous II                          | Legend              | 8.80 |
| 97 | Hoyle Book of Games, Vol. 3          | MicroProse          | 8.79 |
| 98 | Veil of Darkness                     | SSI                 | 8.78 |
| 99 | Battlechess                          | Electronic Arts     | 8.78 |
|    | Gateway                              | Sierra              | 8.75 |
|    |                                      | Dynamix             | 8.74 |
|    |                                      | SSI                 | 8.72 |
|    |                                      | Interplay           | 8.72 |
|    |                                      | Legend              | 8.72 |

Games on unnumbered lines have scores equal to the line above  
AD=Adventure, RP=Role Playing, ST=Simulation, SI=Strategy, WG=Wargame, AC=Action, SP=Sports

Top game of type: Magenta=New Game

# The Computer Gaming World Poll



## PC Research Hits List Of Top-Selling Software

August, 1993

### PC Game (MS-DOS)

| Rank | Title and Source                                   |
|------|----------------------------------------------------|
| 1.   | Lands of Lore (Virgin Interactive Entertainment)   |
| 2.   | X-Wing: Imperial Pursuit (LucasArts Entertainment) |
| 3.   | X-Wing (LucasArts Entertainment)                   |
| 4.   | SimCity (Maxis Software)                           |
| 5.   | The 7th Guest (Virgin Interactive Entertainment)   |
| 6.   | Betrayal at Krondor (Sierra On-Line, Inc.)         |
| 7.   | Warlords II (Strategic Studies Group)              |
| 8.   | Stronghold (Strategic Simulations, Inc.)           |
| 9.   | Hardball III (Accolade, Inc.)                      |
| 10.  | Links 386 Pro (Access Software, Inc.)              |
| 11.  | Wolfenstein 3-D/Spear of Destiny (Formgen)         |
| 12.  | SimCity for Windows (Maxis Software)               |
| 13.  | Pirates Gold (MicroProse, Inc.)                    |
| 14.  | King's Quest VI CD-ROM (Sierra On-Line, Inc.)      |
| 15.  | Take A Break! Pinball (Sierra On-Line, Inc.)       |
| 16.  | Scenery Disk: USA East (SubLOGIC Corporation)      |
| 17.  | Syndicate (Electronic Arts)                        |
| 18.  | The Legacy (MicroProse, Inc.)                      |
| 19.  | Wing Commander (Origin Systems, Inc.)              |
| 20.  | Prince of Persia II (Brøderbund Software, Inc.)    |

### Amiga Games

| Rank | Title and Source                                          |
|------|-----------------------------------------------------------|
| 1.   | 688 Attack Sub (Electronic Arts)                          |
| 2.   | AD&D Eye of the Beholder II (Strategic Simulations, Inc.) |
| 3.   | Overlord (Virgin Interactive Entertainment)               |
| 4.   | AD&D Dark Queen of Krynn (Strategic Simulations, Inc.)    |
| 5.   | Legend of Kyrandia (Virgin Interactive Entertainment)     |

### Macintosh Game

| Rank | Title and Source                                   |
|------|----------------------------------------------------|
| 1.   | Prince of Persia (Brøderbund Software, Inc.)       |
| 2.   | SimCity (Maxis Software)                           |
| 3.   | Microsoft Flight Simulator (Microsoft Corporation) |
| 4.   | SimCity Supreme (Maxis Software)                   |
| 5.   | PGA Tour Golf (Electronic Arts)                    |

### CD-ROM Research

| Rank | Title and Source                                                 |
|------|------------------------------------------------------------------|
| 1.   | The 7th Guest (Virgin Interactive Entertainment)                 |
| 2.   | King's Quest VI (Sierra On-Line, Inc.)                           |
| 3.   | ROMaterial (Moon Valley)                                         |
| 4.   | MPC Wizard (Aris Entertainment)                                  |
| 5.   | Lord of the Rings (Interplay Productions, Inc.)                  |
| 6.   | Day of the Tentacle (LucasArts Entertainment)                    |
| 7.   | Dune (Virgin Interactive Entertainment)                          |
| 8.   | Just Grandma and Me (Brøderbund Software, Inc.)                  |
| 9.   | Indiana Jones and the Fate of Atlantis (LucasArts Entertainment) |
| 10.  | Compton's Encyclopedia Upgrade (Compton's New Media)             |

This list is based on units sold by Software Etc., Babbage's, Walden Software and Electronics Boutique. For more information, please contact PC Research at (703) 495-1025.

## What You've Been Playing Lately

Every month our mailbox bulges with hundreds of Reader Input Cards from our most loyal and outspoken readers. Over the years we've found these cards to be an invaluable source of feedback. Within 10 days of releasing our latest issue we can expect to see cards pouring in with suggestions, encouragements, tirades and many good laughs, in addition to the data for our Top 100 poll. Through your efforts, we know *exactly* where we stand with our readers (you can't mince words!), and we are treated to well articulated opinions on anything and everything related to gaming. This column is a forum for these responses and for the results of our "Playing Lately?" query on the Reader Input Card. Thanks for taking the time to fill them out...keep 'em coming!

1. X-wing (LucasArts Entertainment)
2. Betrayal at Krondor (Dynamix)
3. Warlords II (Strategic Studies Group)
4. Lands of Lore (Westwood Studios)
5. Civilization (MicroProse, Inc.)
6. Front Page Sports Football Pro (Dynamix)
7. Might & Magic: Darkside/World of Xeen (New World Computing)
8. Falcon 3.0x/MiG-29 (Spectrum HoloByte)
9. Syndicate (Electronic Arts)
10. Links 386 Pro (Access Entertainment)

Our "short answer" question for issue #111 asked our readers to think back to their first computer gaming experience.

"The first computer game I encountered was "Lunar Lander" on an HP programmable calculator, about 1976. You entered the amount of fuel to burn and it computed your new height and speed."

— Vernon Lee, Fremont, CA

"My first game was Wasteland, and I'm still trying to find a CRPG as good..."

— Miles Goosens, Nashville, TN

"First computer game? Wumpus! Remember hunting the wumpus? Used to play it on a mainframe (IBM 360) through a DECwriter (that's paper — no screen). Gee, I'm not that old! Am I?"

— T. Madden, St. Louis, MO

"Adventure was my first game. It was on an IBM 370. That game created a whole world in your mind in a way that the latest in graphics don't always do. It's not just the clock speed or the dot pitch..."

— David Martin, Albany, CA

"First game was Starflight. I snuck downstairs one morning about 4:00 am to look at my dad's new computer. I saw a directory, STARFLIGHT, and typed the first name on the list. I have been hooked ever since."

— Andrew Hakes, Mt. Morris

"In college I spent most of a Thanksgiving holiday playing the Dallas game on my roommate's PC. It took three of us several days of near nonstop kibbitzing to finish it. Also, being brash college youth, we would drink beer and play an air traffic controller game. Can you blame me for getting hooked (on games, that is)"

— T. Mesarch, Washington, D.C.





# The Patch File

Computer game programs have grown so massive and the number of possible configurations has become so huge that incompatibilities and glitches seem to be breeding at an exponential rate. Until the golden age of standardized platforms and bug-free programs, *Computer Gaming World* publishes this list of the latest updates of which we are aware.

These patches can usually be downloaded from most major networks (e.g., CompuServe or GENie), but can also be obtained from individual software publisher's own BBSs or direct from the publisher with proof of purchase. We continue to urge publishers to keep us updated on the latest versions/patches to their games.

(\* indicates new files)

**Air Bucks Version 1.21:** Corrects lock-up and mouse compatibility problems. 8/06/93

**Ambush at Sorinor Version 1.02:** Adds a speed control option for fast machines, replaces several bad mission descriptions, and fixes the AI for VIPs and escorts. 6/17/93

**Battles of Destiny V1.1 Patch:** Enhancements and bug fixes include: Patrol Mode, Map Editor, and two player modem enhancements. 5/06/93

**Buzz Aldrin Race Into Space Version 1.0b:** Fixes a lock-up bug and allows the removal of some files from the hard drive. 7/06/93

**Caesar Patch:** Allows players to use Impressions' game with disk compression utilities, and corrects the "culture" problem. 5/19/93

**Carriers at War Construction Kit Patch:** Fixes the "CAP" bug and a few other minor problems. 7/13/93

**Harpoon Version 1.32A Upgrade:** Makes changes to the Harpoon game system. 5/18/93

**Imperial Pursuit Fix:** In the original version, it can be difficult to lock-on to a target with missiles under certain system configurations. This patch should correct this problem. 7/08/93

**Indy Jones/Atlantis 486 Patch:** Allows one to play the game on a 486 without color problems or errors. 5/26/93

**Jordan in Flight SVGA Patch:** Allows owners of Diamond Stealth, Diamond Stealth 24 and Orchid Fahrenheit 1280 Plus video cards to run the game in SVGA. 5/21/93

**Jump Jet Update:** Corrects the joystick problems some players are reporting and some other compatibility problems. 5/18/93

**Kings Quest VI CD-ROM Patch:** Fixes the problem with the disappearing ball in the Endless Desert Temple Stone Wall trap. 8/24/93

**\*\* Lands of Lore Version 1.11A Patch:** Fixes a number of small bugs including the inability to retrieve Dawn's second key. 9/08/93

**Lands of Lore Sound Card Patch:** Allows multiple sound cards to be used at one time. Now includes Waveblaster/SB16 support. You need this patch only if you use more than one sound card. 8/16/93

**\*\* Links 386 Complete V1.11 Update:** Contains both the Link 386 Pro EXE version 1.11 and a collection of new VESA drivers for various video cards. 9/03/93

**Omar Sharif on Bridge Upgrade (IBM/Windows):** The latest version of Interplay's bridge game for Windows. 9/03/93

**Patriot Version 1.1:** The long-awaited patch to 'Three-Sixty's Gulf War simulation. 7/27/93

**Pirates Gold Patch:** Corrects the "evil person in the city" crash, the "mission from the governor" crash, and the V1 switch should now function as stated in the README file. 7/19/93

**Realms of Arkania Disk 3 Fix:** The first print run of this game was missing some data from disk 3. You only need this file if your BLADE directory has 48 files and 3,030,380 bytes in it. 6/23/93

**Realms of Arkania Update #1:** Corrects the "Skeletarius" problem, among others. 7/01/93

**\*\* Red Sky At Morning V1.33:** The latest version of SimCan's new wargame. 9/18/93

**Rules of Engagement 2 Version 1.05:** Latest version of the Omnirend/Impressions' space war simulation. 8/01/93

**\*\* Rules of Engagement 2 V1.05 to 1.06 Update:** Patch for those having problems running the game with a Viper graphics cards. 10/09/93

**Rules of Engagement 2 Campaign Disk Update:** Updates Campaign Disk 1 to version 1.01. This update adds 9 new Breach 2 IGS links to the campaign "Operation Hammer." This update is only useful if you're playing the game in conjunction with Breach 2. 8/30/93

**Shanghai II Version 1.04 Update (Mac):** Resolves incompatibilities with After Dark and SuperClock, and fixes a 32-bit addressing problem. If you are getting random crashes or freezes, this update is for you. 8/20/93

**The Seventh Guest Fix:** Updated sound cards drivers, installation program and player program (requiring only 450K memory). 7/28/93

**\*\* Strike Commander/Tactical Operations 1 Fix:** Converts old Strike Commander save games to the Tactical Operations format. Only needed if you wish to run Strike Commander saves created prior to Tactical Operations installation. 9/30/93

**Tony LaRossa II Patch:** Fixes bugs in SSF's baseball simulation. 5/21/93

**Unlimited Adventures Version 1.1 Patch:** In addition to new files for the software, this patch contains a supplement to the game's manual. 5/21/93

**V For Victory 3.1 Upgrade (IBM):** Upgrades Utah Beach, Velikiye Luki, and Market Garden Versions 2.0 to version 3.1. 8/19/93

**V For Victory: Velikiye Luki Version 3.1 (Mac):** Upgrades the Macintosh version 2.0 to 3.1. 7/09/93

**V For Victory: Market Garden Version 3.1 (Mac):** Upgrades the Macintosh version 3.0 to 3.1. 7/08/93

**V For Victory: Gold Juno Sword Version 4.01 (Mac):** Upgrades the Macintosh version 4.0 to 4.01. 8/28/93

**\*\* War In Russia 1.1 Upgrade:** Fixes three bugs and adds an enhancement. 10/04/93

**\*\* Warlords Version 1.1.5 Update (Macintosh):** Updates any version of Warlords Mac to V1.1.5. 10/09/93

**\*\* WW2: Battles of the South Pacific:** Corrects a problem with the ranking system. 9/21/93

## The PRODIGY Weekly Top Ten

*Computer Gaming World* is Prodigy's on-line games expert. Look for us in their Game Center, a forum where users read articles posted on-line by CGW and exchange messages on the bulletin boards (we can be reached there at EXPT40B). The Prodigy Game Poll is run by Prodigy based on a list of games provided by CGW and is updated weekly. Note that it is not a cumulative rating over time (like the CGW Top 100 Poll). Instead, the Prodigy Game Poll is a weekly "Snapshot" of game popularity with gamers rating their favorites on a 1 - 10 scale. The highest total point earners make their Top 10. We provide this data to our readers as another barometer of "what's hot" in computer gaming.

| GAME POLL                         |       |                 |      |       |                   |
|-----------------------------------|-------|-----------------|------|-------|-------------------|
| TOP TEN RANKED GAMES              |       |                 |      |       |                   |
| Week of September 30 to October 7 |       |                 |      |       |                   |
| RANK                              | SCORE | TITLE           | RANK | SCORE | TITLE             |
| 1                                 | 2091  | Wolfenstein-3D  | 6    | 1070  | Front Pg Football |
| 2                                 | 1568  | Civilization    | 7    | 1064  | Wing Commander 2  |
| 3                                 | 1565  | X-Wing          | 8    | 1024  | Falcon 3.0        |
| 4                                 | 1486  | Kings Quest VI  | 9    | 995   | Links 386 Pro     |
| 5                                 | 1095  | Aces of Pacific | 10   | 894   | Spear of Destiny  |

Each day, PRODIGY has more news than a newspaper...without the ink smudges. Another PRODIGY member value!

Look

Menu Xref Jump Path

Copy Tools Help Exit 2006





# Rumors To Di For

by Alec Reginald Forsythe III

My source—since I never reveal one, let's call her 'D' for short—didn't want to meet at "Buck House" (the edifice you Yanks refer to as Buckingham Palace). She said she was afraid of the tabloids and I assured her that she had unnecessary anxiety on that score. "After all," I reassured her, "I'm not THAT famous." Nonetheless, she said she had some information about a computer game and, since she muttered something about a "prince" and she wanted to meet beside the Elgin Marbles in the British Museum, I assumed she was going to tell me something about QQP's *Merchant Prince* game.

So, I found myself in the Underground, taking the tube to my rendezvous with D. Actually, I love the Underground, especially since so many stations are very different from each other. Some of the older stations have tiled, arched corridors that end in well-worn stairs; others are musty dungeons with escalators that are so old that the steps are made of wood; and still others have ultra-modern escalators or use ordinary elevators to move passengers to street level. In the States, the subway stations all seem to be the same age and tend to have the same look. In jolly olde London, it's more like *SimCity 2000* with new stations added according to the population's needs. Of course, *SC 2000* should have shipped by the time you read this column, but like London, there's a lot of life in the old city, yet. It seems that Dux, the Unix publisher, has created a multi-player *SimCity* that runs on workstations for Unix-based networks. I personally can't wait until there is also a multi-player *SimCity* available on a commercial network for those of us who are still PC-based. Some talks were apparently going on with *The Imagination Network* (nee' *The Sierra Network*), but appear to have broken down, just like the train I was awaiting at King's Cross Station.

It's rather eerie, actually. The only station I've ever had to non-stop (pass through without stopping because of a security alert) is King's Cross. It has a plaque reminding passengers about those who died in a fire some

years back, and it is one of the stations where I get particularly nervous if the train is late. My mind wandered from imagined emergencies in the London underground to a rumor I had heard at the European Computer Trade Show. Folks were talking there about a *Rescue 911* license that had just been signed by Capstone. Now, as much as I like being in on a game design, I certainly hoped that no rescue was going to be needed. I'll keep my emergencies in games, thank you.

Fortunately, my train arrived before my ill-placed anxiety could bring on cardiac arrest. The doors opened with a pneumatic Bronx cheer that sounded vaguely like some of the sound effects in *The Journeyman Project*. I mentioned it to the old man seated next to me and reading (or at least, looking at) *The Sporting Life*. He merely said, "Sorry, I'm waiting until it comes out in MPC format. Gametek, you know." Actually, I didn't know, but now that I did, I couldn't wait to pass it on.

I managed to reach my goal and wandered through the tunnel toward the "Way Out." You Yanks hang onto the anachronist Latinism, "Exit," but we believe in posting signs in our OWN language, as opposed to appropriating and diminishing someone else's (ahem!). If most of you Yanks saw a "Way Out" sign, you'd think it was something weird, an advertisement for a bizarre concept of some kind. The only way out product I could think of that was coming down the pike was Humongous Entertainment's upcoming graphic adventure, tentatively titled *Bobo and Fletcher Go Deep Into The Congo*. It's Tarzan and King Kong meet Space Ghost and Speed Racer. Ron Gilbert, the wry wit behind the *Monkey Island* and *Putt-Putt* series of games, has opted to bring back talking simians and Saturday morning-style animation for his latest humorous romp through the world of graphic adventures. Now, that's "way out."

As I perambulated through the tunnel toward the Way Out, I read the graffiti on the wall. Imagine my surprise when I read a scrawl that said, "Welcome to Menzobarranzan—City of the Drau." I hadn't realized that

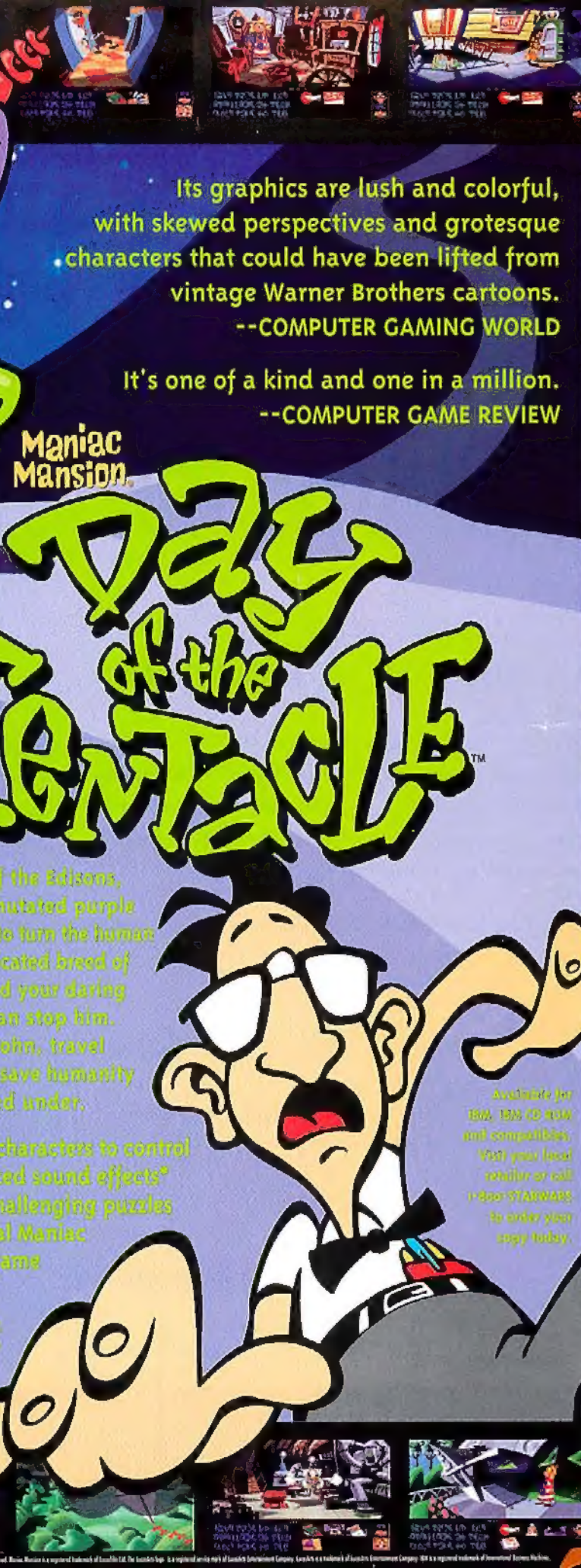
*The Legacy*, the OTHER Times bestseller about Dark Elves in the Forgotten Realms, had made such an impact on merrie olde England. I couldn't resist. I penned an addendum, "Coming soon from SSI—To Be Distributed By U.S. Gold." I wasn't sure the deal had actually been signed, but I figured anyone who read graffiti in underground tunnels would attempt to ascertain its veracity before placing an order.

Arriving at the British Museum, I must have stunned the crowd with my insensitivity to the treasures around me. Hurrying past monuments like a shrine to Apollo, the winged lions and bulls from Ashurbanipal, and the Rosetta Stone itself, I finally reached D's side. I could see her distinctive profile, even behind the veil, so I whispered, "And where's your husband, today?" She glared at me. How was I supposed to know that she was on the offs with him? It's not like their marital troubles would be front page news, is it? How paranoid could she get? Anyway, she said he was off inspecting some naval vessel, and then he was going to talk to some computer game designer. The computer game designer was Matthew Stibb, a good chap for an Oxford graduate. Somewhat eccentric, though, having majored in History.

Still, D managed to inform me that Stibb was working on a naval simulation with role-playing elements. The game would use detailed 3-D models with a smooth-scrolling capacity, due to the fact that the whole sim was running in protected mode, and the live graphics would be interlaced with film from the U.S. Department of Defense's film archives. According to D, it's an extremely rich CD-ROM product that's due out in the first quarter of 1994.

I asked D about *Merchant Prince*, but she gave me another one of those looks. Really, you'd swear I'd said a dirty word or something. Or, maybe it was all those flashbulbs going off in our faces. Maybe, since I was wearing my Beefeater uniform as a disguise, it would have made more sense to have met at Buckingham Palace in the first place. CGW





Maniac Mansion

# Day of the Tentacle™

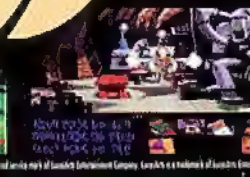
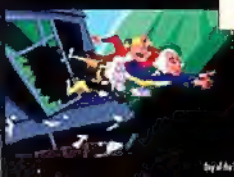
Enter the world of the Edisons, where Dr. Fred's mutated purple tentacle threatens to turn the human race into a domesticated breed of pets. Only you and your daring band of friends can stop him. Fix the Chron-O-John, travel through time and save humanity from being sucked under.

- Three different characters to control
- Over 100 digitized sound effects\*
- Progressively challenging puzzles
- Includes original Maniac Mansion® as a game within a game

Available for IBM, IBM CD ROM and compatibles. Visit your local retailer or call 1-800-STARWARS to order your copy today.



\*Most Intel "Soundblaster" Soundblaster Pro™ or later compatible for Windows sound effects and voice.





# PAGAN

## Ultima VIII

### AVATAR™, YOU'RE NOT IN BRITANNIA ANYMORE!

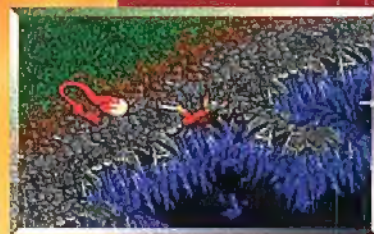
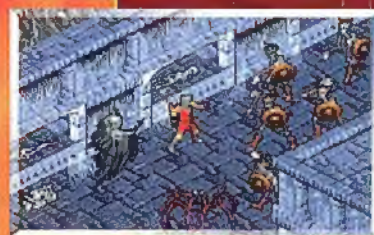
*Foiled by your defense of Britannia, the evil Guardian transports you to a world already under his dominion. Now you must confront alien realms and powerful new enemies in a battle without allies. But wait! Perhaps more has changed than just the battlefield . . . ?*

- Incredibly smooth and lifelike animation — 400 frames of art per character (1200 frames for the Avatar) and 10 times the art of any previous Ultima!
- A new, more natural perspective.
- Compatibility with EMS, XMS and all other common memory management systems.
- Twice as many frames per second, producing a richer, faster story in this luxuriously detailed world!

**ORIGIN**  
We create worlds.

Look for the new *Pagan Clue Book*!

An Electronic Arts® Company  
P.O. BOX 161750 AUSTIN, TX 78716



Actual screens may vary.

Pagan and Avatar are trademarks of ORIGIN Systems, Inc. Ultima, Origin, and We create worlds are registered trademarks of ORIGIN Systems, Inc. Copyright © 1993 ORIGIN Systems, Inc. Electronic Arts is a registered trademark of Electronic Arts. For IBM PC and 100% compatible systems.

Available at a software retailer near you, or call 1-800-245-4525 for MC/Visa/Discover orders.

Circle Reader Service #103